# ATARI INTERFACE MAGAZINE

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Vol. 1   No. 8

August 1989



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## Turbo Info #2
DataQue's Chuck Steinman Continues His Series on the Turbo-816, Focusing this Month on Memory Configuration under the Turbo-OS

## Populous
A Graphic Strategy Game that Transforms You into a God and Pits You Against another Deity

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# inside aim

**On the Cover**
Steve Volker (TAG) creates a visual compilation of some of his favorite games.

# Editorial Ramblings

In the wake of the recent World of Atari (WOA) show and the clash between that show and a local Michigan user group AtariFest, we feel it is important that all user groups planning to host their own shows or to invite ST World to produce a show should consider carefully what happened in Michigan.

During the course of planning for the MACE-sponsored AtariFest, there were apparent attempts made by Rich Tsukiji of ST World, and/or his show coordinators, to scuttle the MACE show. The most upsetting of these apparent attempts implied that MACE officers were, in essense, blackmailing Atari into supporting the MACE show and dropping support for the WOA show. According to John Nagy, the user group coordinator for the World of Atari show, he received a call from Rich Tsukiji in which Rich said that Pattie Rayl, MACE show coordinator, had spoken with Sig Hartmann and Sam Tramiel. Rich Tsukiji stated that this information had been passed on to him by Sig Hartmann. According to John Nagy, Mr. Tsukiji said Pattie had told Atari that all the other Michigan user groups preferred that Atari support the MACE show over the WOA show, and if Atari did not comply, they would be shown to the public as not being supportive of user groups. Mr. Tsukiji concluded by requesting that John contact the clubs and have them get in touch with Atari to let their side be known.

Without contacting MACE to verify any of this entirely fabricated story, John Nagy contacted the four clubs involved in the WOA show and the fireworks began to fly. Letters, phone calls and FAXes to Atari and a few online outbursts on GEnie nearly killed Atari support for both shows. In attempting to sort out the whole mess, we talked at length with Sig Hartmann. Mr. Hartmann was highly upset over the entire thing and denied fervently that he had ever said any such thing to Mr. Tsukiji. Sig suggested that we organize a conference call, at Atari's expense, to get Mr. Tsukiji and the involved club presidents together to iron out the problems.

We contacted Mr. Tsukiji to schedule the meeting, but we were told by him that he didn't have time for such nonsense. After this conversation, we immediately called Sig Hartmann to see if he could convince Mr. Tsukiji to attend, and we were informed that Sig was speaking to Mr. Tsukiji on the phone at that very moment. We waited, and when Sig finally spoke to us, we were told by Sig that the whole conference call meeting was a bad idea and should be dropped.

Rich Tsukiji has stated that he plans for ST World to be the ONLY Atari show producers by the end of 1990. It seems he may attempt to meet this goal no matter what the cost to the user groups.

Another thing for clubs to ponder is the fact that ST World did not contact the vast majority of Michigan user groups to invite them to participate in the show in any fashion.

Even if all that changes and Mr. Tsukiji begins to deal fairly and honestly with all clubs in an area where a show is planned, there is still another major concern that all user groups should have. There was virtually no advertising done for the recent Dearborn WOA show. According to Rich Tsukiji, Atari did not come through with the advance money needed to pay for advertising. From this, one must interpret that the WOA shows are just as dependent upon advance money and help from Atari as the club-produced AtariFests. Also, the local clubs participating in the show were told that ST World would handle regional and national advertising, but all Michigan area advertising would have to be done by the clubs (apparently at the clubs' expense). Why should any user groups take on the basic responsibilities of producing, manning and advertising a show for a "professional promoter" who takes all the show profits? Why should user groups put their faith in a promoter who is dependent upon Atari for up-front money to properly produce the show?

We urge any user group weighing the choice between producing their own AtariFest or inviting ST World to hold a show to seriously consider these questions.

# Bill & Pattie Rayl

# Atari News and Comment

## by Bill and Pattie Rayl

### Atari Corp. News

The long awaited AtariWriter+ 80 is now available, but initial reactions from users of the word processor are that it just wasn't worth the wait and certainly isn't worth the price.

Of course, if you love AtariWriter+ and have an XEP80, you'll probably want to form your own opinion! AtariWriter+ 80 is available from your local 8bit dealer, if you're lucky enough to have one.

Innovative Concepts of Warren, MI, has AtariWriter+ 80 in stock for $49.95 and you can mail order it, and other fine 8bit products, from them. If interested, contact Innovative Concepts, 31172 Shawn Drive, Warren, MI 48093, (313) 293-0730.

### Developer Kits

If you're an ST programmer and you've been wondering how to become a registered developer, look no further!

There are actually two different classifications for registered developers. For those who just want to get the documention in the developer's kit, Atari will sell the documentation for $112.50.

If you want the documentation, Atari technical telephone support, access to the private "developer's areas" on the major online services and special hardware discounts, the price is $237. And, for an extra $63 ($300 total), you get all of the above and a copy of Mark Williams C (a $179 retail value).

All California residents must add 7% sales tax to the above prices. All payments should be made by cashier's check or money order made out to Atari Corporation and sent to Atari Corporation, 1196 Borregas Ave., Sunnyvale, CA 94086, Attn: Gail Johnson/Developer Coordinator. If you would like more information about becoming a registered developer or about the developer's kit, contact Ms. Johnson at (408) 745-2568.

### TOS 1.4

The "final version" of TOS 1.4 is reportedly in the hands of registered developers in PROM form. Indications from Sunnyvale are the new ROMs will be available at your local Atari dealers by late fall.

Meanwhile, online reports from users of the "final" version indicated that Atari had removed RS232 Flow Control from the PROMs sent to developers. Atari officials confirmed the reports and said that Flow Control would be "put back in" for the public release of TOS 1.4. Some resourceful hackers have said that Atari merely "blocked" Flow Control in this latest release, and ways have already been found to "remove" the block.

### Upcoming Atari Shows

The Washington Area Atari Computer Enthusiasts (the clubs that collectively participate in Current Notes) are co-sponsoring ATARIFEST '89 on October 7 and 8 at the Fairfax High School.

Billed as "COMDEX for the Common Man," the show is open to all and admission is FREE. For more information, see the ATARIFEST '89 press release elsewhere in this issue or call Charles Smeton, WAACE Vice Chairman at (301) 465-8628.

The next stop for the World of Atari (WOA) show, sponsored by ST World magazine, will be at the Holiday Inn Holidome in Dallas, TX, on August 19 and 20. Although no official announcement has been made as to what exhibitors will be attending this third WOA show, a number of developers at the recent Dearborn WOA show indicated they would not be attending.

Developers like Gribnif and SofTrek said the $650 a booth price was a bit too steep for them, while others indicated that a show every other month is just too much and doesn't allow for enough time to properly advertise the shows.

It is also unknown at this time if Avant Garde, STart/Antic, Timeworks and ISD (all no-shows at the Dearborn WOA) will be coming to the Dallas show. The show will only be days away as you read this, and more concrete information should be available by then. For more up-to-date info, call ST World at (503) 673-2259.

The possibility of a Seattle WOA show this year has apparently hit a snag. According to Jim Chapman, Vice President of S*P*A*C*E and PSAN coordinator, "the as-yet uncertain availability of a suitable site" to hold the show may mean no show until early 1990. Meanwhile, Michigan area Atarians have been promised that the WOA show will be once again swinging their way in May of 1990.

### New Releases

Orion MicroSystems has begun shipping Keith Ledbetter's new Express! cartridge-based terminal program for the XL/XE. The cartridge has been generating

some very favorable responses from online users and sells for $69.95. For more information, contact Orion MicroSystems, 2211 Planters Row Dr., Midlothian, VA 23113.

Not to be outdone, Bob Puff has released version 1.10 of BobTerm, considered by some to be the very best overall terminal package ever written for the Atari 8bit computer. The new version now has 80-column support using Atari's XEP80 adapter. BobTerm is available from the online services or, most likely, from your local user group or BBS. Remember to support the Shareware concept — if you use the program, send in a donation. The Atari 8bit community needs programmers like Bob Puff, and your donation really does make a difference!

Regent Software is has released a function key labeling program called FUNCTIONZ. Consisting of a special label maker program, six clear plastic label stands and a collection of predefined function key labels, the package costs $24.95. The program is GEM-based with built-in help and is "guaranteed not to crash or bomb." An additional 8 plastic label stands are available for only $13.95. (Add $3 US, $5 foreign when ordering directly from Regent Software.) A demo version of the FUNCTIONZ software is available on CompuServe in Library 6 of the Atari Vendors Forum (GO ATARIVEN) and on GEnie and Delphi. For more information on FUNCTIONZ, contact Regent Software, PO Box 14628, Long Beach, CA 90803, (213) 439-9664.

In the Local Area Network (LAN) market, the ST has long been lacking a solid, inexpensive package that would allow multiple STs to be linked together and share resources. Now, Lantech Systems has released a 10 megabit-per-second LAN for the low price of only $179 per port (hardware and software included). Each ST hooked up to the Lantech LAN requires a card that plugs into the ST cartridge port, standard 50- to 75-ohm cable, BNC Couplers and connectors readily available at any electronics store. The LAN is totally transparent to TOS and GEM and is fully configurable to each user's needs. The Lantech LAN will function with a minimum of two STs connected, and the maximum number of connected systems is limited only by the frequency and duration of disk accesses. For details or dealer inquiries, contact Lantech Systems, PO Box R, Billerica, MA 01821, (508) 667-9191.

Abacus Software, a long time supporter of the ST, has recently released BeckerCAD ST. A "Professional Level" 2D Computer Aided Design package, BeckerCAD comes with a built-in programming language for modeling intricate objects and object manipulation. The software also supports Postscript, HPGL and GDOS output and requires at least 1 Meg of RAM to run. Arnie Lee, president of Abacus Software, reports that "Early users have commented how easy BeckerCAD is to learn to use. But, they've also been impressed at the extent and depth of the design tools that are part of BeckerCAD." BeckerCAD is available now at a suggested retail price of $395. For more information, contact Abacus Software, 5370 52nd St. S.E., Grand Rapids, MI 49512, (616) 698-0330.
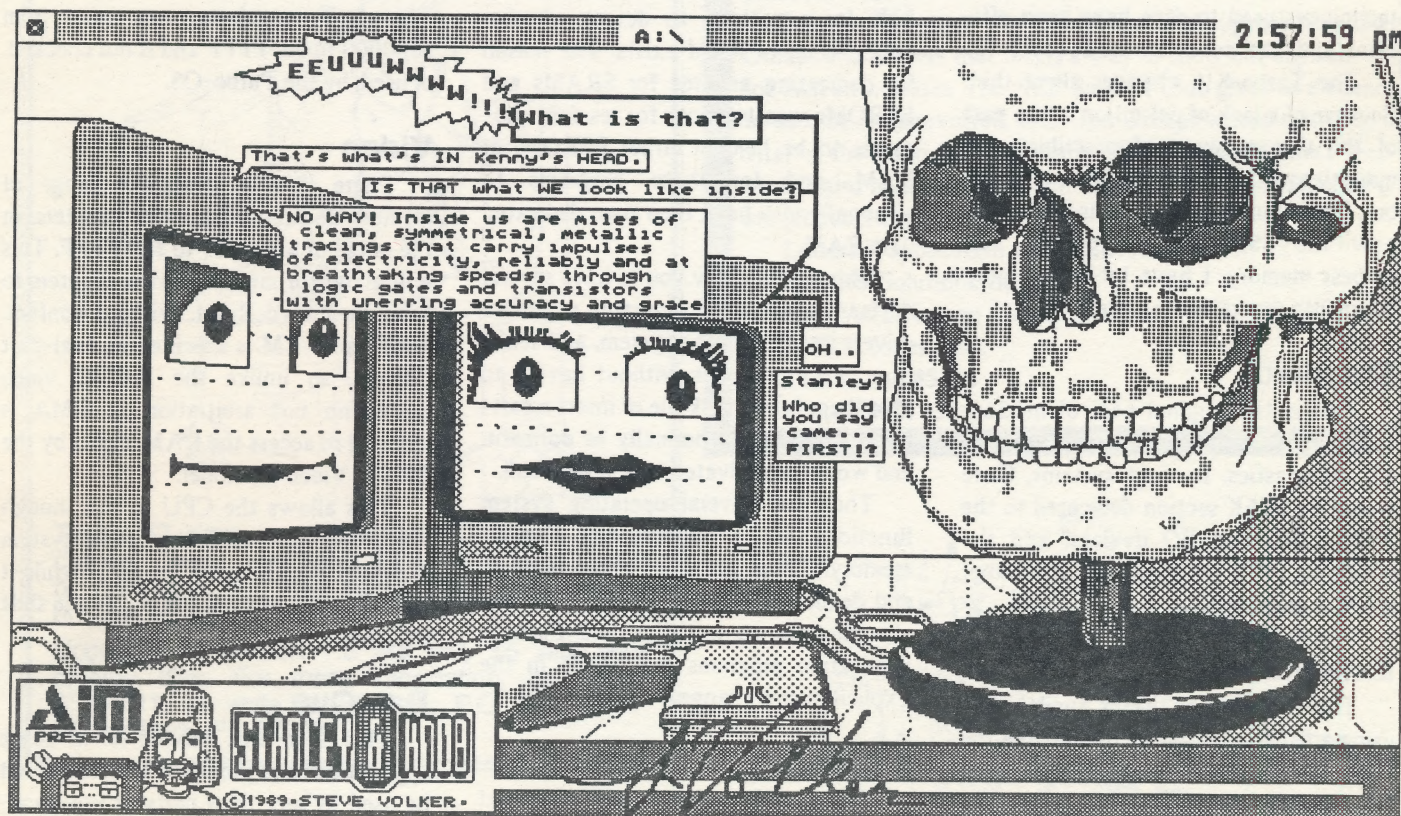
# Turbo-Info #2
## Where is All of My Memory?

by Chuck Steinman (DataQue)

This is the second part of a multi-part information article on the Turbo-816 from DataQue Software, for the Atari XL/XE computers. The first installment went over the basic system, and this article will explain the various possible types of available memory in a Turbo-816 upgraded system.

Because of the limited addressing range of the 6502 CPU used in the Atari 8bit computers, there have been several techniques used to allow larger programs and more data to be stored. None of these techniques used to date have been efficient, and most are awkward at best.

The Turbo-816 changes all of that. Because of a lack of definition in the past of the various ways of describing the many ways the 6502 can address memory, I have made my own definitions as to how the 6502 and Turbo-816 can address memory. I have broken memory down into several basic groups.

## Standard

This is the original 64K of memory that the 6502 can directly access without any gymnastics. In most systems, there would be a 16K section dedicated to the ROM space and I/O devices, and the remaining 48K is available for either RAM or cartridges.

## Extended

This is the RAM that is available by using a bank selecting technique like the Atari 130XE. Many have upgraded their XL computers to also have a compatible bank selected RAM area. The Turbo-OS includes several routines to manage and report the amount of Extended RAM available. The Extended RAM is used and available exactly like it always has been, so your programs that use the XE banked RAM will still work just fine.

## Explicit

This is a 1 megabyte area for RAM or ROM which is installed by using Turbo-SRAM cards. It can be any mix of either Static RAMs or PROMS. The Turbo-SRAM card is compatible with many common sizes of RAMs and EPROMS.

The Turbo-OS checks the Explicit range from $010000 to $07FFFF every 32K for a pattern, to detect whether either ROM or RAM exists. The reason for dedicating an area for SRAMs and EPROMs was to allow for resident programs to be held in either EPROM, or RAM, and for those programs to optionally also have their own dedicated data RAM.

This would allow you to have several different application programs or device drivers installed in the system, and select from those programs without having to load them from a disk file or insert a cartridge. They would normally be dormant, and would be activated by a system call.

There are several operating system functions which support the Explicit memory. There are routines to allocate and deallocate Explicit RAM. There are also routines to Initialize and Execute application programs that reside in the Explicit memory range.

## Expanded

This is an 8 megabyte area dedicated for use by user applications as either data or program RAM.

The Turbo-OS will scan the range of $080000 to $7FFFFF to determine how much Expanded RAM exists in a particular system. Also, the RAM can be allocated in 256 byte blocks by applications. This will allow for multiple applications to share the available RAM. There is also a deallocation routine to return allocated RAM back to the system.

## Proto

This is an area defined for the prototyping card, which is available for any user developed applications. No production product should ever use this area. This two megabyte area runs from $800000 to $9FFFFF and is not checked, or used, by the Turbo-OS.

## Video

There is a 4 megabyte range of memory dedicated for video adapters, in the range of $A00000 to $DFFFFF. This will allow for multiple video adapters to have their own RAM, without conflict. Also, this RAM is specified as dual-port DRAM, so unlike the ANTIC video RAM, no bus arbitration or DMA is required to access the RAM, either by the CPU or Video controller.

This allows the CPU to run though video refreshes, unlike the current system in which ANTIC halts the CPU while it is reading the video RAM out to the shift registers.

## DataQue

This is an area defined for in-house applications and products, and should not be used by any third party or user prod-

ucts. This one megabyte area runs from $E00000 to $EFFFFF and is not currently checked, or used, by the Turbo-OS.

## Turbio

This block is reserved for Input/Output (I/O) devices and control registers. It is located from $F00000 to $FFFFFF and can be used by various peripheral cards. There are specific ranges within this spec for certain devices.

At this time, the only device that uses this area is the 80-column video adapter. Other peripherals such as disk controllers, printer interfaces and co-processors would use this area for their access, to allow for maximum compatibility. Each peripheral and its supporting device driver should allow for several different locations, to allow for co-existence with other peripherals and also multiples of like peripherals.

# Dearborn World of Atari Show Report

### by Patricia Snyder-Rayl

Many Atarians in Michigan were scratching their heads in puzzlement earlier in the year when ST World's Rich Tsukiji announced he would be holding a show only six weeks after the show date already announced by MACE.

Both shows have now come and gone, and some users are still scratching their heads, wondering why there was no advertising done for the Dearborn World of Atari (WOA) show and why the show didn't live up to its promotional promises.

According to Rich Tsukiji, Atari did not come through with promised pre-show funds for advertising and that is why no advertising was done. Reportedly, Atari was supposed to advance $10,000 to help in advertising for the Dearborn WOA show.

When Jerry Cross, president of the Genesee Atari Group, was told that no promotional material had been sent to any user groups, he took it upon himself to mail flyers to clubs in the region — just two weeks before the show. At the show, Atari's Chris Roberts said that Atari had indeed given Mr. Tsukiji advance money, and in return they were given more booth space at the show than Atari had paid for.

Regardless of what the truth is, no local or regional advertising was done to reach the general public. Pre-show publicity projected that around 6,000 people would be attending the show. Probably due to lack of advertising, the number of attendees never even came close to the projection.

ST World stated "official" attendance for the Dearborn show was 3,100 but other exhibitors placed the attendance figures at closer to 2,000. Some attendees commented to me about the emptyness of



Atari Corp's Chris Roberts

the show, and it did seem many times on Saturday that there were more vendors at their booths than show attendees.

Those Atarians that did attend were satisfied with the show, but many were a bit disappointed that the show did not live up to their expectations. One attendee told us he was glad he purchased his tickets in advance from his user group, because he would have been upset had he paid full price for admission.
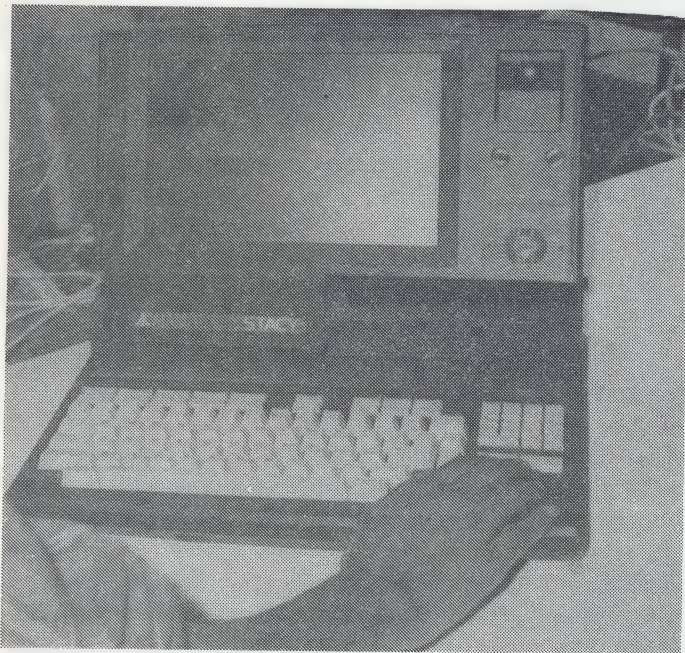
Atari was at the show, though not in full force as was stated in online show announcements. The pre-show promotional information stated that 15-20 Atari representatives would be attending the show. This figure was, to put it mildly, inaccurate. In fact, only Sig Hartmann and Chris Roberts, Atari's new user group coordinator, came from Atari US to support the show.

Rick Flashman of Gribnif Software had posted a message on GEnie just prior to the show that he had been told Atari would not be sending representatives to the show. He had been told, by an executive-level source within Atari that Atari was disappointed in the previous Anaheim show and that some Atari equipment had been damaged and stolen at the show. Perhaps this is why Atari only sent Sig Hartmann and Chris Roberts, but we may never know.

Atari had two large booth areas, one for the ST products and one for the 8bit. Though noone from Atari manned the 8bit booth, attendees were free to play with the items on display there. Those included the 8bit version of Midi-Maze, the popular multi-player ST game and the long awaited AtariWriter+ 80 wordprocessor hooked up to a monitor with a less than pleasing display. In fact, an attendee

**The STacey**

of the show had typed into the wordprocessor what he though of the monitor...and that message remained onscreen for a good part of the day!

On the ST side, Atari was showing some new Bentley Bear educational software, the MegaFile 44 removable cartridge hard drive, the STacy laptop, WordFlair and the Portfolio VCR-tape-sized IBM compatible.

When Chris Roberts was asked if Atari had any press releases on WordFlair, an integrated spreedsheet/ database/wordprocessing package that uses GDOS, he said the program isn't yet far enough along in development for that. He further indicated that people at Atari are "still playing with it."

AIM Editor Bill Rayl decided to follow their lead and did a little playing with WordFlair himself...and the program locked up within seconds. Looks like it will be some time before we see this software hit the market...hopefully!

The STacy laptop was at the show, and it was working beautifully thanks to a miracle performed by David Small. It seems the STacy was dropped and "sorta smashed into a thousand pieces," according to one observer who saw the STacy before Dave operated on it.

According to Dave Small, "We had to put STacy back together. We were up until 5 a.m. and the inside of it is full of duct tape and it's all wired down."

Dave said they had to raid a local convenience store to get "all kinds of glue" to put the machine back together. "It was



**Atari's Portfolio**

pretty bad seeing the only STacy laying in a box in pieces," he said.

Atari's new Portable Color Entertainment System and ABC 286 IBM-clone were not at the show, contrary to pre-show announcements. The Dearborn WOA show also had a number of well-known and respected exhibitors showing their stuff.

Gadgets was showing off their Spectre GCR, but didn't have any units for sale. David Small was more than happy to talk about and demo the Macintosh emulator and there was a sign-up sheet for people wanting to be contacted when the product was ready to ship.

Liz and Kevin Mitchell of Migraph were proudly displaying their new Hand Scanner and Touch-Up. The demonstration given by Kevin Mitchell, using the Hand Scanner to scan in black-and-white and color originals at 300 and 400 dpi, was impressive to say the least.

Abacus was displaying their complete line of Atari computer books and showing off their new CAD program BeckerCAD. MichTron had a large, centrally-located booth where they were showing all their available software.

Alpha Systems was there with their impressive hardware and software products for the 8bit and ST computers. George Morrison was showing off their new Jam Master, an ST program that can turn your low-end Casio keyboard into a powerful MIDI synthesizer.
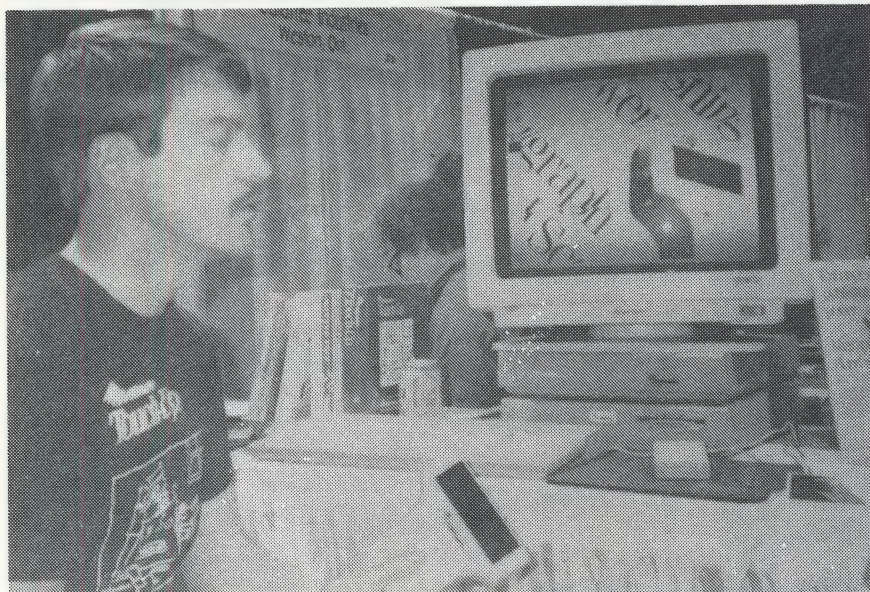
SofTrek had a new version of TurboST and they were giving FREE upgrades to show attendees that brought their original disks to the show. They were also showing their soon-to-be-released super-fast TurboST upgrade that speeds up GEM functions to a phenominal rate.
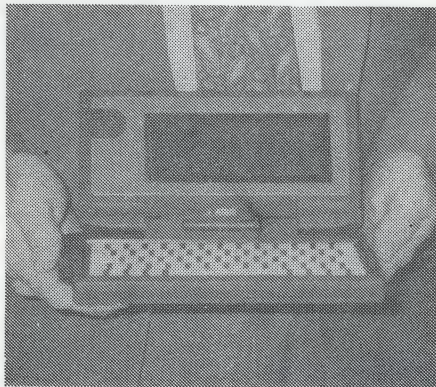


**8Bit MIDI Maze**

Pictured are Migraph's Liz and Kevin Mitchell. Kevin shows off the new Hand Scanner and the 400 DPI resolution images it produces. Liz is demonstrating Touch-Up.

The new CodeHead Utilities disk was a big hit at the CodeHead Software booth. Charles Johnson and John Eidsvoog were selling this newest addition to their fine collection of software to improve the way your ST works. The CodeHeads also had a new version of HotWire that added a number of improvements to an already good program.

ICD was at the show and they were selling their popular FaST hard drives at a very tempting price. In fact, by the middle of the first day, ICD had even sold their demo model. Gribnif Software was showing attendees the wonders of NeoDesk, the replacement desktop for the ST.

Problems with the phone line at the InterSect booth prevented demonstration of the InterLink terminal program to show-goers. Both InterLink and Revolver were on sale at the booth, but the eagerly awaited MasterLink terminal program was not available for purchase or demonstration.

Jim Allen of FaST Technologies was showing off his 16mHz accelerator board for the ST. Jim was very willing to talk about his product and allowed people to test the board's performance for themselves by comparing an ST with the accelerator to another ST without it. This side-by-side comparison, using benchmarking programs, was quite nice. Jim even brought out
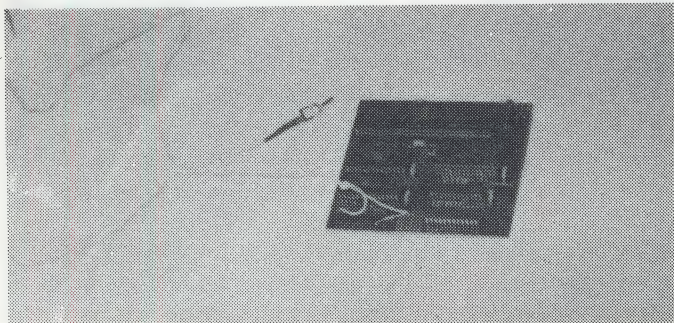
his prototype board for us to snap a picture (elsewhere on this page).

DataFree of Canada was also at the show with their own 16mHz accelerator, giving show attendees the opportunity to see and compare these two products. Seymor Radix had their well-known IMG Scan product and their new DTV hard drive backup hardware/software that backs up your hard drive to VCR tape.



The Turbo 16 board
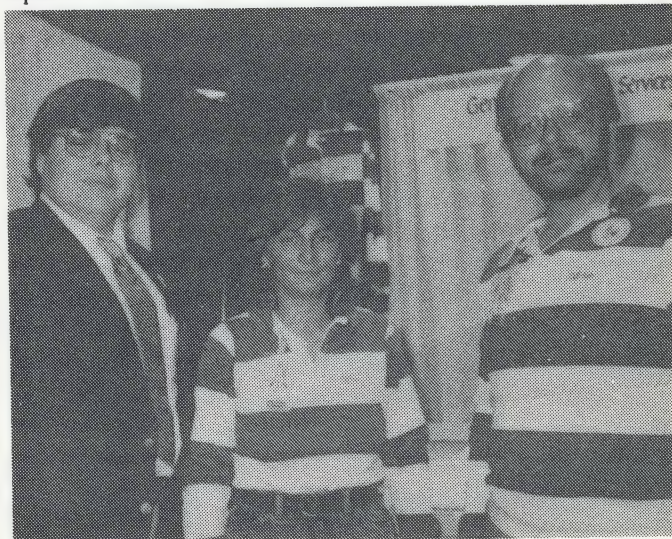


GEnie Sysops Craig Thom(left), Darlah Pine and Jeff Williams (right).

**Dave Small**



**A look at the Spectre GCR**

Alan Reeve of Reeve Software had the Diamond cartridge for the 8bit Atari on display and for sale. He also had Diamond Paint, Diamond Write and Diamond Publish at the show. Having "parted ways" with USA Media, Alan has pushed on with his product and Diamond is looking good! Also behind the Reeve Software booth was a running demonstration of JRI's GenLock. Showing a rotating 3-D CAD image, GenLock looked impressive.
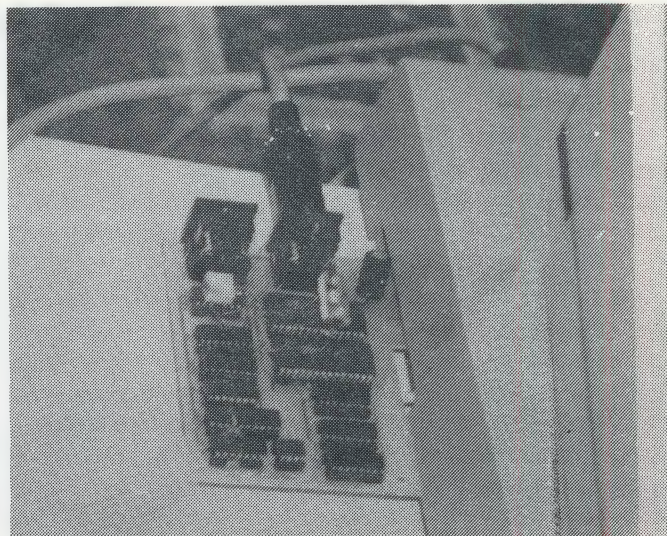
Other exhibitors at the show included BEST Electronics, Innovative Concepts, Imagen, GEnie and Sierra On-Line. Dealers included mail-order and local stores like First Stop, Rite Way, Mars Merchandising and Cal Com.

Companies that had been announced as attending that did not show included Timeworks, Antic/STart, ISD and, the biggest disappointment of all, Avant Garde. A number of show attendees indicated that they had come to the show for the express purpose of seeing the new pc ditto II.

There were nine seminars scheduled over the two days, six on Saturday and only three on Sunday. These seminars included talks by Sig Hartmann of Atari Corp., Dave Small on the Spectre GCR, Alan Reeve discussing 8bit graphic operating environments, Jim Allen talking about his company's accelerator board, Darek Mihocka on his new Quick ST shareware, Dorothy Brumleve on Computers and Kids, and two seminars by MichTron's George Miller (one on HiSoft BASIC and one on desktop publishing).

A number of the seminars were scheduled at times that directly conflicted with other seminars, forcing showgoers to make a choice in which talks to attend. Tom Harker's seminar on hard drives was cancelled because he did not accompany the rest of
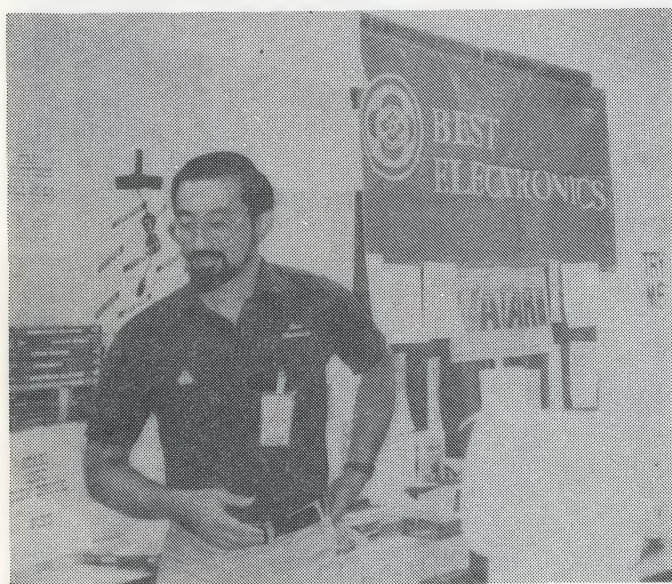


**Brad of BEST Electronics**
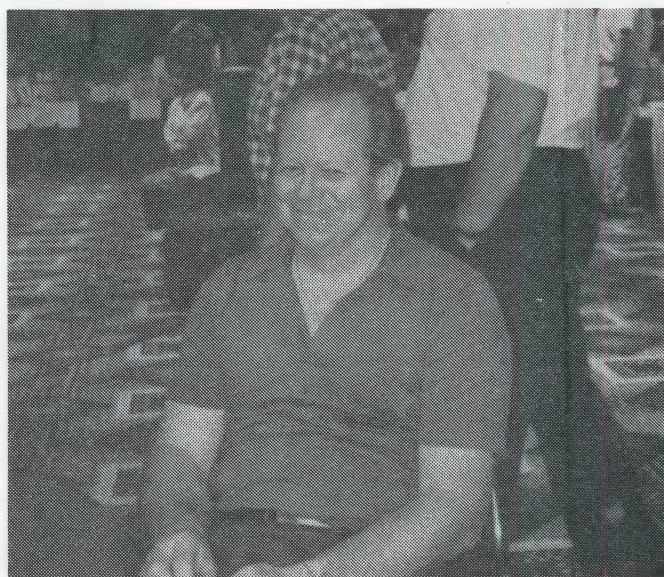


**MichTron's founder, Gordon Monnier**

Sierra–On–Line was proudly showing off new releases for the Atari Line of computers.

there is to putting on such an event. I also know how difficult it is for User Groups to sponsor AtariFests, since Atari doesn't support them as much as many Atarians would like. I understand how attractive the idea is to have an outside "professional" promotor sponsor a show.

Knowing all this, the Dearborn World of Atari show was a disappointment, and, if this show was an indication, Atari user groups may be much better off holding their own shows. The World of Atari show pales considerably when compared to many of the past and recent user group sponsored shows.

The next World of Atari show is scheduled for Dallas in mid-August, and Rich Tsukiji has stated there may be another World of Atari show here in Michigan in May of 1990. Let's hope he's learned a lot by then.

ICD's representatives to Dearborn, and the National User Group Forum seminar "just never got off the ground."

The local clubs that were invited to participate in the show included MAGIC (Warren, MI), GAG (Flint, MI) and GLASS (Troy, MI), the three clubs that together sponsored the successful Detroit MAGIC show, and CHAOS from Lansing, MI. These clubs were given booth space in return for their work in promoting and staffing the show.

Overall, the impression of the Dearborn show was that it was, despite its shortcomings, a good show. Certaintly, for being billed as a "professionally produced" show with more to offer Atarians than user group sponsored AtariFests, the Dearborn WOA show fell far short of being a resounding success.

In comparing the Dearborn World of Atari show to past AtariFests, user group produced shows like the Detroit MAGIC Show and Toronto Atari Convention were much better.

But, the Dearborn WOA show was not produced by user groups and should be held to a higher standard. After all, these guys are supposed to be professional show promoters.
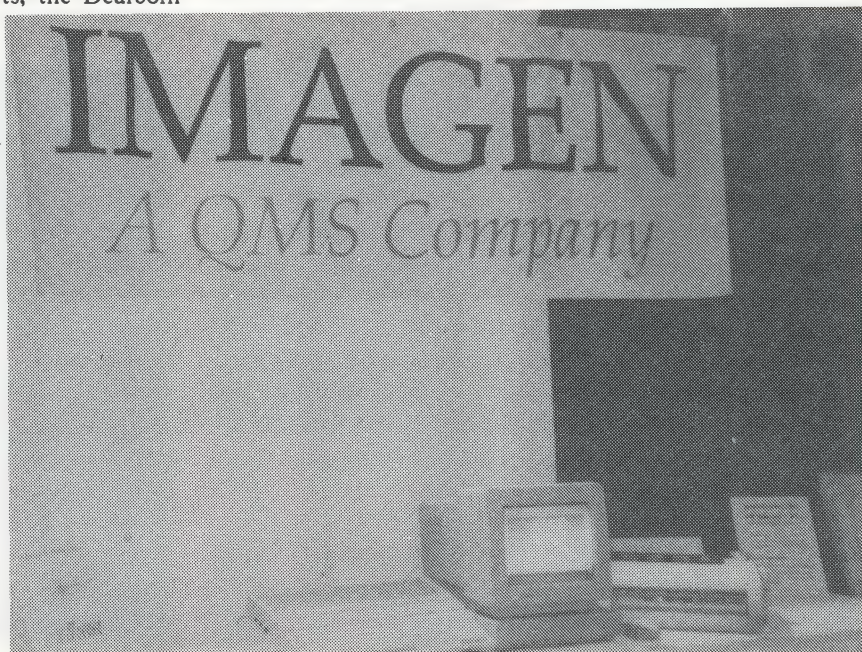
Looking at the show as an affair put on by a company trying to make a name as a professional Atari show producer, the Dearborn WOA show failed to live up to its billing.

Having just finished planning an Atari show for MACE, I know how much work



A look at UltraScript from Imagen

# Populous

by Nabil Pike (PAK)

*This article originally appeared in the COMPUTER NEWS, published by the Portland Atari Club and the Original Eugene Atari Computer Enthusiasts.*

Populous is a new game from Bullfrog Software, a brilliant two-man team of programmers, who (if Populous is any indication) will have a promising future in the software industry.

In Populous, you play one of two deities (gods) who battle for control of your world. At first sight, this game looks like nothing more than a complex game of "Capture the Flag," but as you play, it is seen that the game is possesed of a much greater depth. You do not directly control your people, but rather help them in building and expanding. Your help is in the form of raising or lowering the land to facilitate the building and expansion of your people, and also to interfere with the progression of your enemies' building.

Along with this option is the ability to alter the world and events on an even larger scale by causing natural disasters such as earthquakes, swamps, volcanos and, most destructive, a flood that raises the level of water across the entire world. But, alas, all these miracles require progressively larger amounts of mana.

Mana is the spiritual power you draw from your followers. There are two methods I have found successful for gaining mana. The first is to gain mana by having a large amount of followers who produce a small amount individually. The second, and more efficient, method is to create larger flat areas of land for building. This allows your people to build larger and more sound settlements that produce people slower but create more mana.

Another factor that makes this game so versatile is its ability to vary options, such as terrain, worlds and available powers. If this isn't enough for you, you have the option of reediting the world or creating your own.

When you get tired of playing against the computer, you can always call up a friend and play by modem.

Overall, this game is an incredible value for the money and is a tribute to the high standard of software that is any computer user's inalienable right. So, all you would-be deities get out there — we have worlds to conquer.

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# Assignment: ShadowGate

## by Steve Volker (TAG)

"Hi!" Aaron the Brave here, on current assignment at Castle ShadowGate. Actually, it's more like Aaron the Dead right now. You see, I've just died for the forty-seventh time since beginning this quest. (I was SURE that the 'David' thing would work on that 'Goliath' of a cyclops.) It's lucky us computer hero types are a hearty lot! Anyway, this gives me a chance to tell you a little about what I'm doing.

I had just finished up a job slaying a dragon and saving a princess, and I had had a bit too much victory celebrating and woke up with an empty purse. (Something about that word 'purse'...hmmm...) The only part of the posted edict I could be sure of was the large letters across the top...R E W A R D! (We heroes aren't usually big readers.)

I copied down the area code and number, and I soon found myself standing before the most high wizard, Lakmir, waiting my turn for an interview. One minute I stood behind three burly, foul-breathed barbarians, and the next Lakmir was waving his hands and speaking harkish sounds, and...well...here I am.

What do you think of this place? I personally like the cobbed and greenish skull above the entrance, it lends a certain sense of danger and...what the...Oh, O.K. It's time for me to go back in now. The enchantment called 'SAVING' is done, and my master is quite adamant about me ending the miserable life of the Warlock Lord as soon as possible, so...hey, why don't you come with me? Good, let's go!

We've been all through this area here; the hardest part of this was trying to find all the keys. This place has some of the hardest damn doors I've ever seen. I'm serious! If you don't have a key, you don't get through!

This has been one of the most enjoyable quests I have had in a long time. Almost everything can be EXAMINED and OPERATED to some purpose.

Oh, you need to use this for just about everything...it's one POWERFUL talisman with the unlikely name of 'mouse'. (Go figger' it!) Its enchantment allows you to examine the secrets of these ancient walls, probe for hidden passages and defend yourself against the many foul denizens which seem to be everywhere. It can even be used to look inward, to examine what you carry, or determine what condition you're presently in.

WATCH THIS HERE! Some of our comrades triggered a hidden mechanism and fell to their deaths as the floor fell away beneath them. Gods, but I fear to



touch anything! Everything is enchanted, and little is as it first seems. At each door or dead end, or rubbled wall, you find you can go no furthur until the proper item, of the hundreds discarded everywhere abouts, is found and OPERATED correctly. Nay, this Warlock Lord is no fool!

There was some history known before we first entered here. A strange, single-sided block of rarest material bespoke of the creators of this thrice-cursed castle: ShadowGate.

Known only as ICOM Simulations, Inc., these great wizards, and those of the dark coven MINDSCAPE, did wrought this abomination for the purpose of entertainment! Why, the great wizard Lakmir himself had to acquire a most wonderous orb called a Color Monitor before even one of his power could perceive the runic messages found within. The Warlock Lord is no trifler.

We have found a number of scrolls and ancient writings in the most hidden of places. Some have yet to be translated, but of those we now understand, clues to our true quest and of the true powers of some of the items we now carry can be found, though most are of an abstract and symbolic rhyme.

Wait scribe! Hie yourself to a place of safety, quickly! For we are now approaching the arena of death where...Hold! Stop! You there! Do not toss your torch there! NO!! Gods! It lives again! ARghhhhhhhhhhhhhhh...

*[Editor's Note: The preceeding account was found written on a sheet of blood-stained parchment and tied to the handle of our office door when we opened this morning. We make no statement as to its true account.]*

# Karateka

## by Bill Rayl

Over a year ago, Broderbund announced they would be porting Karateka, an action-oriented karate game, to the ST. The game has been eagerly awaited by many ST owners who punched and kicked their way through the 8bit Atari version. Now, Karateka is here for the ST.

In the game, the Princess Mariko has been kidnapped by the evil Lord Akuma and is held captive in his palace. You are a karateka, one trained in the art of karate. It is up to you to save the princess. To accomplish your mission, you'll need to defeat a dozen or so opponents in battles to the death, beat off an attack by Lord Akuma's pet hawk and finally face Lord Akuma himself.

One of the features that sets Karateka apart from the other games of this type is the almost cinematic way the game unfolds. The storyline is presented to you onscreen, as a parchment scrolls up your monitor. Then, the game begins as you reach the top of the cliff on which Lord Akuma's palace stands. Here, you meet your first opponent.

Once you have defeated the guard that is stationed at the cliff, the scene shifts to inside the palace. There, you see Lord Akuma ordering one of his men to take care of the disturbance on the cliff. The man bows to Lord Akuma and then leaves. The scene now switches back and forth between you and Lord Akuma's minion until you close for the fight.

The technique is very effective, and you are soon engrossed in the game. As you get closer and closer to accomplishing your mission, the cinematic feel of Karateka adds to the tension. When you first enter the palace, the scene shifts to Princess Mariko in her cell. She hears the disturbance and she raises her head to listen. Later, as you descend to the next level of the palace, the princess stands up in expectation of being freed.

But, setting the princess free is no easy task. As you progress in the game, Lord Akuma's minions get harder to beat, and their strength increases. You, on the other hand, grow fatigued and your strength decreases.

Each opponent you face must be defeated using only fist and foot. You can punch or kick in high, medium or low zone, using joystick or keyboard to control your movements. In Karateka, there are no fancy weapons, jump-spin-kick moves or back flips.

This simplicity of control makes Karateka seem more playable than many of the other karate/streetfight games. Instead of trying to remember some convoluted sequence used to accomplish a rolling summersault, you're busy kicking the butts of Akuma's minions.

Once you've defeated all the men Lord Akuma sends against you, the game really gets tough. Now, you must defend yourself against the beak and talons of Lord Akuma's trained hawk. Each time you don't succeed in punching or kicking the hawk, the bird will score a hit on you. A few hits and you're dead. If you're good enough and you defeat the bird, then Lord Akuma awaits in the next room.

Lord Akuma is, by far, the toughest opponent you face in the game. Aggressive and quick, he will take the initiative. If you defeat Akuma, Princess Mariko is yours; if you fail, there's always tomorrow...once your hand and your joystick recover from today's battles!

The graphics and sound effects in Karateka are quite good and complement the game very well. But, Karateka is probably not a game you will boot up to inspire awe and praise from your friends. On the other hand, Karateka probably won't end up on the shelf with the "awesome" games that look great but just aren't playable.



'Wait for it!'
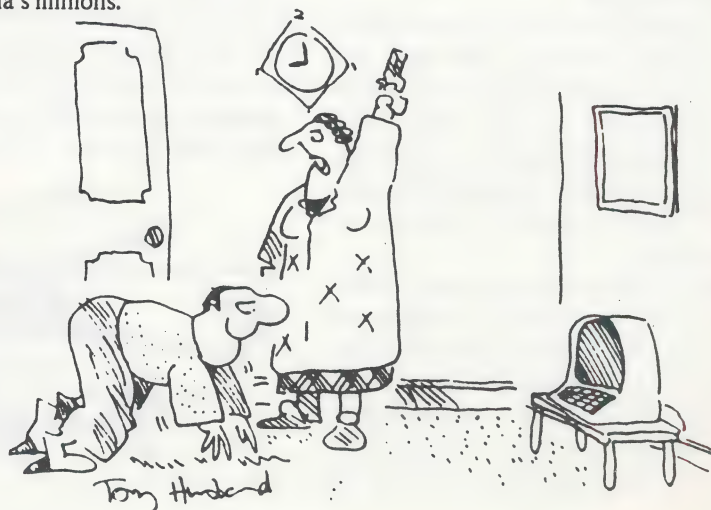
# Tomahawk -- A Helicopter Simulation for the 8bit Atari

## by Rich Link

I guess I tend to buy things by the "theme" method. When I get the yen for an adventure game, I end up with five! If I get hooked on a particular type of arcade game, suddenly there are 3 more boxes of the same type sitting beside it on the shelf. While some people might think that this is a silly way to buy software, it has its advantages. It's really easy to make comparisons when you have 'em all at once!

The latest "theme" seems to be based on the name "DATASOFT." After a period of not getting anything new (meaning not much available on the shelves), my eye was caught by a list of titles in the American Technivision ad in Antic. There were lots of Datasoft programs at prices of only $12.50. So I decided to give them a shot. Now it looks like I'll need to buy another shelf to put this stack of boxes on!

Datasoft has alway produced quality entertainment software. Their forte has been arcade games like Zorro, Conan and Saracen, and the Alternate Reality role playing series. Knowing how good their games are, I ordered Tomahawk figuring that it would probably at the least be entertaining.

Now, you have to realize that when it comes to flying, I have all the ability of an apteryx (a wingless bird with hairy feathers). I can usually get the plane off the ground, but getting it back is another story. I have played Flight Simulator II on several different systems, and they all work the same...when I land, I crash. So, can I do any better with a helicopter? Can pigs fly? Of couse not! But I can have lots of fun crashing this baby.

For someone with a basic grasp of the dynamics of airplane flight, helicopters take some getting used to. First of all, the controls are just similar enough to make you feel comfortable until you want to make it do something.

For example, I know helicopters can fly in a stationary position, but it just isn't that easy to get the thing to stop when you're cruising along at 160 mph. And you can roll a chopper over just like a plane, but then it has a tendency to accelerate in a downward direction... CRASH!

If it sounds like I didn't like it, you couldn't be further from the truth. I LOVE IT! The program seems to give you just the right amount of feel for flying these fixed wing beasties.

What about the rest of the game? First of all, this is an attack helicopter, which means that you are supposed to be shooting at something. You are flying over a 3-D terrain with trees, mountains and other features. It looks every bit as good as FS II. Along the way, you will be shooting tanks, buildings, artillery and even other aircraft. You have several

weapons systems, from guns to Hellcat missiles.

There are four mission levels from which to choose, including flight training. You can have different scenarios with clouds, wind and day/night settings. For those of you who have the same novice stature as I, there are four pilot levels.

Flight control is via a combination of joystick and keyboard activity. As with most flight simulators, it is impossible to put all the controls on the stick, so things like activation of weapons, throttle, collective and rudder are accomplished by pressing keys. Memorizing the commands takes a bit of time, but there is a Quick Reference Guide included with all necessary commands and an explanation of the screen.

The game display is very nicely done, with a combination of bar gauges, digital readouts and icons showing the status of the craft. In addition, a quick tap of the "M" key brings up a map showing your position. A Doppler Navagation system shows your heading and tracks enemy craft.

Documentation is very complete, with a thorough explanation of the workings of the controls. In addition, there is an insert with the history of the Apache Attack helicopter and a background on helicopter aerodynamics. You can have fun and learn too.

The program came on an Atari/C-64 flippy disk, so you can run it on both your system and a friend's system (to impress him with your flying ability of course!). The game is extremely enjoyable and well done. A clear winner from DataSoft.

DataSoft
19808 Nordhoff Place
Chatsworth, CA 91311

# Night Hunter

## by Perry Bailey (PAC)

*This article originally appeared in the Computer News, published by the Portland Atari Club and the Original Eugene Atari Computer Enthusiasts.*

You awaken suddenly. Your eyes fly open and you see nothing; you feel trapped, smothered. A surge of panic runs through you. Jerkily, your arms fly forward, snapping an obstruction out of your way and suddenly you can see. Bathed in the soft silver light of the moon, you inhale deeply the fragrance of the night.

Then it hits...the hunger boiling inside of you like fire coursing through your veins. Suddenly, all your senses become so acute that you can hear the rats running through the walls, you can smell the blood coursing through their bodies. You feel powerful, strong, unconquerable. Then you hear the sound of footsteps, and the hunger flares to a bright glow. "Humans, this night, I, Count Vladmir Dracula shall feed well!"

While Night Hunter doesn't quite start out this way, it probably should. This is a vampire game with a twist — instead of hunting down or running from the vampires, you are the vampire, the Night Hunter. This is one of the very few games in quite some time that has really gotten my interest. I think I have played Night Hunter recently more than any other game. Let me describe it to you.

The opening screen shows you, the vampire, standing beside a coffin. In the room with you, you will probably see rats running along the floor. (Ignore them; they are harmless. But, should a witch fly by, duck as she could zap you and drain your powers.)

At the bottom of the screen, there are two power indicators. The first one is appropriately red. This one is you power indicator and is replenished from the blood of your victims. (By the way, one thing I would like to mention is that in this game there is no such thing as an innocent victim — either you kill them, or they will kill you!)

The second gauge is blue and indicates your powers of transformation. After all, what kind of a vampire would you be if you couldn't turn into a bat! Night Hunter gives you the option of turning into a bat (a highly necessary function) or a werewolf-type creature.

According to the documentation (which is the weakest feature of this game) there are 30 levels to play and a total of 20 screens per level. If you don't think that is enough, then you haven't played this game! I am still trying to get past level 4 (if it weren't for them durn vultures I'd have made it last time!).

This is one tough game. There are a large number of foes to fight, from bowmen to priests to mad scientist types in the higher levels. The only foe you really ever have to run from is Van Helsing — he just has to throw a wooden stake in your direction and it is curtains, nothing left of you but a little pile of ashes.

One of the best features of this game is the clever use of sound effects, from the twang of an archer's bow to the sucking noises your vampire makes as he drains the life blood from his victims, leaving no more left of them than bones that crumble and tinkle musically together as they fall to the ground.

There are also all the sounds of the night, as well as the sounds and songs of the birds in the morning that herald the coming of day and the death of any vampire not hidden away in his crypt.

I am also very impressed with the graphics of this game. For example, as time passes during the night, you can keep track by watching the moon as it sails through the night sky...or the fine details of the characters on screen, like the vampire's red eyes...or the fact that the bowmen actually draw their bows before firing.

A great deal of detail went into this game's design, both from game play which is excellent (the joystick is quite responsive) to the great sound effects and graphics. I would rate this game very highly; I would say at least a 9. I would go higher, but there are a few gripes that I have with it, such as:

- There is no "Save Game" feature documented.
- On bootup, the game asks you for some kind of code, though the documentation doesn't explain anything about it. This is frustrating, for all I know the proper code letters could get me to some of those levels I only dream about seeing.
- Once again, the documentation (two pages) just doesn't seem to tell enough to do anyone any good.

As for my final conclusions, I think this game, while off beat, is a real winner and a good addition to anyone's library. The only thing I need now is a "trainer version" of the game so I'll live long enough to see all 30 levels!!!!

# A Novice Fumbles Around the Keyboard or AtariWriter+ Explained for People Who Don't Want to Read the Book

## by Jimmy Boyce (CACE)

*[Editor's Note: This article is the first in a series to help XL/XE users of Atari-Writer+ get the most out of their word-processing endeavors.]*

It shall be my endeavor to rewrite the book and explain (from personal experience) what this word–processor is all about. STUDENTS, this will interest you, because I have used this program exclusively for ALL OF MY HOME-WORK at Jackson Community College and the Jackson Area Career Center. For statistical work and charts I use B–Graph. That I will get into at a later date.

First of all, there is an interesting article in the July 1988 issue of ANTIC about the subject at hand. Secondly, I will be just sort of rambling through the handbook without any sort of order. Opinions about the various aspects of AW+ will be my own and not necessarily those of CACE.

I received my copy of Atariwriter+ (AW+) as a birthday present from a very dear friend. To that friend, I say THANKS A THOUSAND TIMES OVER. One of the nicest parts about this program is that the disk has versions for the 800, 800XL, 1200XL, and the 65XE on one side and for the 130XE on the other. For me this is super because I have an 800 and 130XE, so both computers are usable with AW+ and the spellchecker works for all of the aforementioned computers. If you put in the wrong side (if you don't have an 130XE), it reminds you of that fact with a little message.

I am not going to go through the methods of setting up your equipment and how to load a disk. I figure you have already done that, so lets assume that you have got all of your equipment plugged in to the proper places and in the proper order, and you have turned on the system and booted up AW+.

After it has gone through all its grinding and flashing on and off, a menu appears on the screen. Lots of stuff with the first letter of each line looking strange when compared to the rest of the line. This stuff will begin the formal discussion of AW+. When ever you see <p#>, that is the reference page in the manual.

### CREATE A FILE <P6> & <P13>

As the name implies, you are about to fill a blank page with some sort of literary genius of your own (or someone else's if you are copying). Stroke the letter "C" and the screen divides itself with the top being blank and, at the bottom, is a second little rectangle with arrows. The arrows are for tab spacing (more about that later).

Next, you will see INSERT MODE. This means that as you type and discover that you have something additional to put in the text, you can go back to the place that you wish to insert that information and start typing as it pushes the rest of the text ahead of it and nothing is lost. If you wish to type over something, then hold down the CONTROL key and strike the INSERT key and you will see the message TYPE–OVER MODE.

Be careful of this arrangement; if you forget, you can lose a lot of hard work. LOWERCASE is next...by striking the CAPS key that word would change to UPPERCASE. If you want to type in only capital letters, then change it and

you'll know from the screen that the change has been made.

The bottom line contains a number and BYTES FREE. This number varies according to the type of computer and disk drive you have. BE AWARE OF THE MAXIMUM SIZE FILE YOUR COMPUTER WILL LOAD!!! I learned the hard way and had to do some fancy editing to save what I had written (more about that later).

C=1 is the next thing you see, and that locates you on the vertical axis of the screen. L=1 locates you on the horizontal axis of the screen. Well folks, that locates you on the computer so you can begin your creativity with the best of them, even Bill Shakespeare.

You should be sitting with a blank screen in front of you, so experiment. It's fun and not too many computers have been destroyed with the normal finger tip pressure applied to the keys.

Don't tell me, you are sitting in front of that blank screen too terrified to touch a key! I didn't think so! I mean you might get some sort of a rare terminal(CRT) disease like dry eyeballs or something.

### EDIT FILE <P6>, <P13,14>

Once you have started a file and you need to do something else, like checking the formatting prior to printing, just hit ESCAPE (the [ESC] key in the top left corner of the key board) and the Main Menu returns. After you have done whatever you wanted to do and have hit the [ESC] key again, the Main Menu has returned.

Folk's don't panic...I know what goes through many people's minds when that four letter word jumps up, but in this case EDIT means return to the document you

were working on. Sooooo, strike the letter "E" (remember it can be a lowercase E) and you are back to those little pearls of literary genius of yours...or hit the BREAK key (that's in the upper right hand corner of your keyboard) and you will be returned directly to your document.

Some of the handy edit commands are:

*[SELECT][T]* —This takes you directly to the top of your document. Handy when you want to make a change near the top.

*[SELECT][B]* — This takes you to the bottom of your document when you are done at the top and want to continue writing. Isn't nice how the commands make sense — T for top, E for edit, B of bottom?

*[CONTROL]* — By holding down the [CONTROL] key first and then holding down on an arrow key, you can scroll a line or column at a time to locate the cursor where ever you wish.

*[SELECT][->] and [SELECT][<-]* -- Holding down [SELECT][->] moves the cursor to the next word on the right which speeds up the process of moving the cursor; [SELECT][<-] does the same thing in the opposite direction. I found this to be a bit awkward as a key stroke, but that's my opinion.

*[CONTROL][A] and [CONTROL][Z]* — These are handy commands — [CONTROL][A] moves you to the beginning of the line you are on and [CONTROL][Z] moves you to the end of the line you are on. This is nice when scrolling up and you are on the left side of the screen and want to get to the right side in a hurry or vice versa.

*[OPTION]* Key Commands — To get to the bottom of the screen (not the document) try using [OPTION] and the down arrow. Use [OPTION] and the up arrow to get to the top of the screen.

## DELETING TEXT

If you goof and need to delete a letter, place the cursor over the letter and hold down the [CONTROL] key then hit the [DELETE/BK SP] key then type in the correct letter. The [DELETE/BK SP] key when struck alone works like a typewriter and deletes the letter to the left of the cursor.

There are ways of DELETING BLOCKS OF TEXT <p24>. That sure sounds terrible. Why would anyone want to delete something they just wrote? Who knows? Maybe you decided that particular bit of literary genius stinks and wish to try over.

Anyhow, the first thing to do is move the cursor to the first letter of the first word you wish to get rid of. Next, exert continuous pressure with one of your fingers on the [OPTION] key, while exerting yourself push the [B] key. Notice down in the lower screen where it used to say "INSERT MODE" that it now reads "BEGINNING MARKED".

If you have a lot of text to eliminate hold down the [CONTROL] key and push down on the down arrow to move the cursor down. At this time you will notice that as the cursor moves down everything is now in inverse print. If you go too far don't worry, because all you need to do is back up the cursor

with your arrow key to the point you intended to stop. Notice how the inverse disappeared one letter at a time. Now you have all of your text to be deleted in inverse characters, right?

OK, next key strokes are [OPTION] and [DELETE/BK SP]. Please take note of the little message down in the lower left hand side of your screen. It says something like DELETE BLOCK Y/N? This is the biggy, because when you gently touch that [Y] key, ZAP...it is gone! But not forgotten, at least not by the computer.

"Holy cow," you shriek. "What have I done?"

Never fear folks, just place the cursor where you want to replace all that lost composure (pardon the pun) and gently stroke [OPTION] and [X], and as in X marks the spot, there is your lost composure (OOPS did it again). It was saved in the failsafe buffer.

Now let's see, oh yes, dumping everything from the cursor to the end of the file. Let us suppose that you decided that your talents as a writer were in the toilet that day and what you had was garbage. Try this, push the [SELECT] and [DELETE/BK SP] keys. It is gone, and I mean gone — no failsafe buffer, nothing — just gone! (For you 130XE people, this is just to the end of whatever memory bank you are in at the moment.)

## OTHER TEXT BLOCK OPTIONS

By the way, before I forget, this is the same procedure for pasting a block of text <pg 25>. Just place the cursor where you wish the first word of the deleted text to pop up at, and push down on the [OPTION] and [X] keys. Nifty, huh? (Attention 130XE users — you can go from memory bank to memory bank with pasting operations, just remember your failsafe buffer is 8K of memory. First get the block deleted, next press [START] and [B] to get to the memory bank of choice and then hit [OPTION] and [X].)

Suppose that you were not writing garbage...suppose that you were so proud of what you wrote that you wanted to see it twice! That is called DUPLICATING BLOCKS OF TEXT <pg 25>.

The main difference between deleting or pasting is that instead of punching [OPTION] & [DELETE/BK SP] at the end of the highlighted text you push [OPTION] & [E]. This leaves the highlighted text in place, removes the highlights and places a copy of the text in the failsafe buffer, where it sits until you place the cursor and strike [OPTION] & [X]. (130XE devotees can carry this action across memory banks as well.)

Another nice editing feature is the ability to take a random list of words and alphabetize them. Lets suppose you have a list of jobs that you have to do and you prioritize this list.

As it sets there on the monitor with the first priority job being the fifth one on the list and the second being the last, why not try this and they will be shuffled into numerical sequence. Press [OPTION] and [B], do the highlighting bit and then press [OPTION] and [A], a few seconds later — voila — they are in their new and proper sequence and you can run off to the garage

knowing that the attic is next to be cleaned (or ignored because you discovered that the TV slated for the garage sale works).

To count the number of words in a file just type [OPTION] & [W], and down in the lower left, the program will tell you how many words are in your document. Go ahead and count them!

## SEARCH AND REPLACE

Let's suppose that you have written an article about winter. Let's suppose you are now bored with winter. Let's suppose you have a magic wand (an Atari computer), and you are going to change winter into spring. Well this is kind of silly I know, but how else can I lead into SEARCH AND REPLACE (S/R) <pg 26-27>.

According to the manual, you can search out and replace 21 characters at a time (130XE owners can cross memory banks with this procedure). Here is how you get rid of Old Man Winter. First, type [SELECT][T]. This puts the cursor at the top of your article. Next, hit [START][S].

Notice down in the lower left where INSERT MODE was? It now reads SEARCH STRING. Type in "Old Man Winter" without the quotes (or whatever it is you wish to replace with no more than 20 characters) and hit [RETURN]. Now type [START][R], and notice the lower left of the monitor screen reads REPLACE STRING. This is our chance to turn winter into spring, by typing in "Spring" and [RETURN].

You notice that the cursor has moved all by itself to the first occurrence of Old Man Winter! Press [SELECT][S] and the lower lefthand side of the screen reads STRING FOUND. Now for final revenge! Your fingers pounce on the [SELECT][R] keys and Old Man Winter is replaced by Spring. Wouldn't it be great if we could do that with the weather?

What I have described is the case by case method of SEARCH and REPLACE. Another method is to simply hunt out the offending word(s) and use [SELECT][R].

When you are all done with your search and want to make sure that Old Man Winter no longer exists in your file try using [SELECT][U]. This will take you back up through your file looking for a last time for any appearances of Old Man Winter so you can enjoy your newly created Spring.

This may seem a bit tedious, so let's make it easy. Once you have gone through all of the first steps of defining the string and you have typed [SELECT][S] try [OPTION][G]. From where the cursor is setting to the end of the document, Old Man Winter will be replaced with Spring and down in the lower left screen you will see the following: GLOBAL SEARCH/REPLACE COMPLETE. (130XE owners, this will not cross banks. However, you only need to find the first occurrence in each bank, place the cursor as described and strike [OPTION][G] in each bank.)

Here are a few little additional items to help with search and replace. If you have a word like NOT and you wish to replace it, be aware of the word. Those letters appear in other words like NOTHING for instance. So, when you use S/R you must put a [SPACE] in front of and behind the word so that the S/R func-

tion of AW+ does not get confused and change parts of a different word. Another function is that S/R will change control characters for you, and you can use [?] as a wildcard.

One final note: you can use S/R as a search and delete function by typing [RETURN] instead of [START][R]. Well folks, that is it for this month. Next month we will try our hand at merging files and some other things that may be of interest to you. In the meantime, punch the keys and see what happens, but save as you write. Periodic saving of your text just may save you a lot of retyping!

# Hard Drive Myths and Mysteries

## by David C. Troy

*[Editor's Note: This is our first install-ment in a series of articles from Toad Computers. Although this was not ori-ginally written as the first article in the series, it is the best introductory article to the series.]*

While I feel I have addressed the intermediate to advanced users with my previous "HDM&Ms" files, I don't really feel like I have reached the true begin-ners, the guys who just want to know what the hell is going on. So, this time, instead of talking just to you folks who wanted some explanations of buzzwords, I will talk to the beginner as well, and between us all we can make some sense out of this whole hard drive thing.

You have an Atari ST and a single or double sided floppy drive, maybe you have two, and you're used to it, but you find work sometimes tedious, annoying, or cumbersome because of disk swapping, labeling, or filing.

Your friends say you need a hard disk. They say it will speed things up. "Once you get one, you won't be able to live without it," they say, coyly, knowingly, while you mutter that you're just fine with your floppies. You say, "I don't need to spend the five hundred dollars." And you're secure in that. How much can it really be worth?

But the suspicion nags... Gee, maybe I really do need a hard drive —what if I could try one without anyone knowing? Maybe an all-night computer store... No one would know...

Finally, your lower instincts inch into the decision making part of your brain — you want speed, capacity, and con-venience. And you admit it. If passion is a crime, then lock me up. One goes quickly. As long as the wife doesn't find out, you're well on your way.

You start hanging around with the wrong crowd — at the computer stores. You start asking, "So, how much would 20 megabytes be?" "What about 30, or 50... or maybe 85?" You're addicted. Just one use of a hard drive is 99% addictive. "I'll just use it socially," or "I can control it...really." Sure. That's what they all say..

So, now you're looking to buy a hard drive. What, oh what should you buy? Let's look at a few basic factors, and you can determine that by yourself. Price, speed, capacity, physical size, expandabi-lity, and warranty.

## Price

This is frequently the most important factor. Hard drives are in a weird situation now where you can enter the market for as little as $499 (for a 20mb), or you can spend literally thousands.

The way the pricing breaks down is a little weird. You can get 20 mb for $499, or 30 for $539, or 40 for $599, or 50 for $599, or 65 for $679, or 85 for $709, or 100 for $899, or 170 for $1399. (These are cheap, Toad Computers prices by the way :-)

But anyway, the point is, you'll get yourself caught in an endless loop of "Well, if I spend $17 more, I'll get 20 more megs." All the way to the top of the line. That's why most of the drives I sell these days are 50 or more megabytes. It's simply a better deal. But, if the money on hand is a constraint, the smaller drives are always going to be available. You decide which is right for you. You might choose to analyze it by megabytes per dollar.

## Speed

Speed is a factor in choosing a hard drive. The median access time for hard drives sold today is 40 milliseconds. As I explained in my last HDM&Ms file, access time is a measure of the time the drive takes to move from one random point on the disk to another, on the average.

Just to give you an idea, 65 is slow, 40 is good and healthy, and 28 or less is for people who need it or are just weird. The place where access time is going to make a difference is if you have pro-longed disk access. Most people don't.

Most people have spurty, once every fifteen minutes disk access. People that run BBSes, or who print with GDOS a lot, or other similar things where the hard drive will run for 5 minutes straight, will get a cumulative increase in speed. You decide which is right for you based on the way you anticipate you will use your drive.

## How Much Do I Need?

A good general rule is that a hard drive will hold as many floppies as it has megabytes. Of course, ST floppies are not 1 meg disks, but a hard drive needs to have constant boot programs & desk ac-cessories, and the leftovers will be taken up by that. So, if you have maybe 20 pro-grams you use regularly, a 20 megabyte

hard drive might be just about right for you. Although the larger sizes are more popular, don't buy something just because everyone else is. If you don't need the extra, don't buy it.

Another thing you will want to think about is the way in which you will use your hard drive. Will you be using it as a replacement for all of your disks, or as a place to put your most frequently used programs. If you try to put everything you've ever run across on there, you'd want the bigger drive. If you just have your spreadsheet & DTP program on there, you might only need the smaller drive. You decide which is right, based on the way you anticipate you will use your drive.

## Physical Size

Drives come in 3.5" and 5.25" sizes nowadays. People sometimes think that 3.5" drives are ALWAYS FASTER, some people think that 5.25" drives are more reliable, some people think that 3.5" drives are always more reliable. These are mostly myths.

Drive size is just a factor of what is convenient for the manufacturer. Most 3.5" drives share almost identical specifications with their 5.25" counterparts. The biggest difference is that some capacities are easier to make in 5.25", others are easiest to make in 3.5" sizes. Don't really worry about physical size when thinking about reliability and speed. (How many times have you used that line in the bedroom?) Worry more about transfer speed and access time.

Physical size can become an issue when it comes time to mount it, though. (What about that one?) For instance, the ICD FAST cases can hold 2 3.5" drives or one 5.25" drives. We at Toad Computers have some cases which will hold 2 5.25" drives, or two 3.5" drives. So know your case and your desire to expand before you committ to a drive size.

## Expandability

This goes pretty much hand in hand with physical size. Most drives nowadays are SCSI (scuzzy) drives, and so that makes the issue of a controller moot, thus making remaining case space the only remaining issue. For the most part, with ST hard drives, if it's got the room in there, you can expand it. If it has a controller and the room, you might be able to expand it a little cheaper.

Some drives (like the FAST) have external SCSI ports, so even if it doesn't have the room it's expandable. But you need to get another power supply and case in addition to the drive if you want to do this. You want to make sure that you will be able to format an expanded drive, too. Check with your dealer/manufacturer/streetcorner salesman.

## Warranty

(I'm tired — it's 2AM). A warranty is a good thing to have. Don't buy a drive without a warranty. While hard drives are for the most part very reliable, errors do occur, and it's nice to be able to get the thing replaced if it dies. If you can't get it replaced, it's a fair amount of money down the drain. We at Toad Computers have a 1 year warranty on all of our drives. It seems to work pretty well.
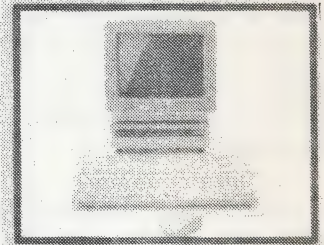
Oh well, I guess that's all for now. I'll be back the next time I feel inspired. I hope this has enabled you to decide if you do need a hard drive, and if you do, what size and type of hard drive.

I think next time I'll write about beginner applications and set up of hard drives.

# AtariFest '89 -- COMDEX for the Common Man

## by John Barnes (WAACE)

East Coast Atarians don't have to travel to Chicago, Atlanta, Las Vegas, or even Anaheim because they can get the straight scoop on the latest Atari doings right here in the "seat of government."

AtariFest '89 is scheduled for October 7th and 8th at Fairfax High School. The event is sponsored by the Washington Area Atari Computer Enthusiasts and the Adult Education program of the Fairfax County Public Schools. Admission is free and the Fest is open to the public.

Since its humble beginnings in a hallway at Fairfax High School in the fall of 1985, the WAACE AtariFest has grown to become the premier East Coast event for Atari users. The 1988 Fest drew people from 26 states and a couple of foreign countries.

### Something for Everyone

The fact that nearly 3000 people attended the 1988 Fest is a clear indication that WAACE is providing something people want. The WAACE member clubs, who cover the ground from Baltimore to Richmond, put a lot of effort into providing a varied and interesting experience. There is something for the inveterate shopper, the serious hacker, and the bewildered user interested in learning more about his Atari.

Hardware and software from all over the Atari computing world will be on display and, in most cases, on sale. Leading retail outlets and software developers will be represented. The educational side of the program will feature seminars, demonstration rooms, and a desktop publishing contest. Subjects covered will include desktop publishing, personal finance, computer languages, telecommunications, games, graphic arts, and business uses. Music applications will occupy a special demonstration area of their own. A hardware and software swap meet will also be in operation.

Seminar speakers on Saturday and Sunday will present timely information on the latest products, trends, and problems.

A special feature for 1989 will be "The Best of Atari Desktop Publishing", a contest for anyone who feels that itch to be creative. Download file 10387 for a Publisher ST version of the Contest Rules.

Everyone gets a chance to unwind and mingle with our out of town guests Saturday night at a chinese banquet at the Hunan Lion restaurant in Fairfax. WAACE is recruiting an outstanding speaker and there will be special awards, including the prizes in the DTP contest.

### Users Helping Users

WAACE is a confederation of user groups, people who are dedicated to the proposition that someone who has been there is in the best position to help someone else. These groups get front page billing at AtariFest with their disk libraries and membership campaigns.

Public domain software for Atari computers is a vital part of the mix and there are plenty of experts on hand to help you find your way.

Uninitiated members of the public who have never been in a user group are in abundance at the Fest and the groups can recruit very effectively. Anything that can inspire this much loyalty has to be worthwhile.

### It's Your Fest

While the Fest doesn't cost the public anything it does cost the sponsors a lot of sweat and tears. It takes about 150 people to set up the space and tear it down again, to staff the demonstration rooms, to assist the vendors, to print the program, to register the visitors, to plan the banquet, to sell advertising, to generate publicity, .... the list goes on and on.

For the 1989 event the organizers will be canvassing over 300 vendors from all over the world. Additional vendor space has been arranged for, and a dressier look will pervade the whole Fest. Additional print advertising is being laid on to encourage attendance at the Fest.

A bigger and better AtariFest means a bigger bill for labor. Something like 20 percent of WAACE's total membership will have to help. People from other clubs and other areas are welcome wherever they can help. There are lots of opportunities in the seminars, the demonstration rooms, advertising sales, graphic arts production, you name it.

The only profit the organizers and their workers take home is a feeling of satisfaction in sharing the joys of Atari computing with the rest of the world.

Compuserve folks who want more information on the Fest can send E-Mail to WAACE Vice-Chairman, Charles Smeton at 73047,2565. I would encourage everyone to capture this and spread the word throughout the land.

# What Atari Left Out of Some STs

## by Bill Pike (PAC)

*This article originally appeared in the Computer News published by the Portland Atari Club and the Original Eugene Atari Computer Enthusiats*

When Atari started making the ST series of computers there were some computers that were made with an RF Modulator and a composite video output. Atari has also constructed quite a few ST computers without these items.

You might ask, of what use is RF output and a composite video output to a person who already has a RGB monitor? Well, yes, a person with an RGB monitor has a much clearer picture in both low and medium resolution modes than a person who is using a standard TV or a composite monitor.

However, what about the person who has just purchased an ST and doesn't have the necessary funds (near $400) for an RGB color monitor? Or what can you do if you want a bigger than 13" picture to show in front of a larger group of people, like 50 kids that just found out you have a computer and want to play video games, and most of them are your bosses's kids? Or maybe your monitor goes "bye bye" right in the middle of an article that you have put off for about the 20th time with a deadline of last week, and you have a composite monitor that you use on your 8bit machine.

Well, if you happen to be one of the lucky ones that have a 520STfm or 1040STfm, you are still in business even if the video isn't quite as clear.

If you don't have either of these machines, you are stuck, sorry.

Atari has not installed either an RF Modulator (used with a standard TV set) or a composite (standard video signal) output on any machines except the 520STfm and 1040STfm machines. Now you can do something about this.

Practical Solutions has come up with the VideoKey. VideoKey is a unit that plugs into the monitor output jack on ANY ST or Mega computer. It changes the RGB output to three different outputs: RF [suitable for a standard TV] Composite Color [suitable for any composite monitor] Monochrome video [suitable for a green screen or amber screen monitor]. By the way, you also have the audio output along with the video.

Ok, you still have the equivalent resolution (sharpness) of a standard TV in all three outputs, but this sure is a lot better than nothing or 50 people gathered around a 13" color RGB monitor.

A small digression, even your 520STfm and 1040STfm might not have the clearest video that your computer is capable of producing in the composite mode; the VideoKey produces the best available.

The output of the VideoKey is standard 75-ohm video and 1 volt of audio into 1-kohm. These are the same values that your stereo amplifier or VCR uses. The RF output can be set for channel 2 or 3 if you wish to use a standard TV.

The connection to the computer couldn't be simpler — just plug the cable from the VideoKey into the monitor jack of the computer. Plug an RCA-type jumper cable into the connections you want: RF for Standard TV, composite video and audio into your VCR, audio into your stereo amplifier, etc.

The only problem that I had with the unit was adjusting the ColorLock (a small screwdriver adjustment on the bottom of the unit) for a picture without rainbowing (colors drifting across the screen). Just follow the instructions included with the unit to adjust.

Once this has been adjusted, it is quite stable and will not need to be readjusted until you change TVs. However, the adjustment is a little touchy (a little change has a large effect), so take it slow and easy.

The suggested retail price of the unit is $99.95, however it can be found at prices in the $60-$70 range with a little shopping. I would suggest the purchase of this unit for anyone who has the needs mentioned above. It is also a good, lower cost, back-up for your existing monitor.

# For 520ST, 1040ST, 520STfm and MEGA

## MEMORY:

Expand your St's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with the tech-specialities plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes--the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

Upgrade your 1040ST or 520STfm just as easily as a 520ST! Send us your 520STfm and we will install the second bank of memory complete for only $269 plus shipping. Or install one of our 1040 memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes.

Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange the expensive 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

| | |
|---|---|
| 520A: Socketed, no RAM | $129 |
| 520B: 1 MB, socketed | $249 |
| 520C: 2.5 MB, socketed | $495 |
| 520D: 4 MB | $795 |
| 520-1: 1 MB, non-expandable | $199 |
| 1040A: 1 Bank sockets, no RAM | $110 |
| 1040B: Fully socketed, no RAM | $149 |
| 1040C: 2.5 MB + 1 bank sockets | $495 |
| 1040D: 4 MB | $795 |
| 1040K: Kit w/all parts, no RAM | $ 68 |

| | |
|---|---|
| Clock Option on Memory Board | $ 30 |
| Clock, stand-alone for 520/1040 | $ 38 |

We ship COD ($3) or prepaid, sorry no credit cards!
Add the following amounts for shipping and handling:
memory upgrades - host adapters: 1st unit $5, add. u. $2
hard drive kits/CPU cases without drive $10/20, h. d. kits with drive need special shock resistant packacking $20/30
Texas residents add 8% state sales tax.

Above prices correct on 3-22-88. Prices of populated boards subject to chip adjustments to meet fluctuating DRAM prices.

520ST, 1040ST, 520STfm and MEGA are trademarks of ATARI Corp.

## EXPANDABLE Hard Drive Kits:

All kits come complete with software and **all** parts needed to get the system **operational**, 1 year ltd. warranty. There are right now four different case styles available:

1. 10"wide x 6.8"high x 15"deep (desktop) with full SCSI interface and 'DMA-through' connector
-150 W PC power supply with fan
-room for up to 5 half-ht hard drives or combination - full/half height
-mounts on floor, under desk or on desktop
-can power up 520ST and external floppy drives.
-optional delay circuit for CPU allows fully automatic power-up!

| | |
|---|---|
| No Drive--Install your own | - $385 |
| 10 MB - $485 | 30 MB RLL - $695 |
| 20MB 48 ms - $595 | 40 MB ST251 $795 |
| 30 MB f. ht. 45 ms autop. CDC | - $745 |

2. 13.25" wide (same as MEGA) x 15" deep x 3.8"high with full SCSI/DMA through host adapter
-ready for up to 3 1/2 ht or 1 each full/half ht. hard/tape/floppy drives
-55 W power supply with 115V-fan
-can be placed under monitor

| | |
|---|---|
| No Drives--Install your own | $295 |
| 10 MB - $395 | 30 MBCDC - $565 |
| 20 MB 48 ms - $525 | 40 MB ST251 $745 |
| 65 MB 22 ms autopark RLL drive | $845 |

3. 4.5" wide x 6" high x 13" deep with single port host adapter
-ready for 2 1/2 height or 1 full height drive
-55 W power supply
-optional fan available (add $18)
No Drives--Install your own$249

| | |
|---|---|
| 10 MB - $349 | 30 MBRLL 48ms - $570 |
| 20 MB - $485 | 40 MB ST251 - $645 |
| 63 MB h. ht.22 ms auto parking | - $795 |

4. CPU CASE, 18" wide x 12" deep x 8" high.
Upgrade your 520/1040 to the MEGA standard, separate CPU and keyboard, gain space for 3 each 3.5" and 5.25" half height floppy and/or hard drives in two separate drive bays.
* 150 W power supply with inbuilt fan supplies power for all possible combinations and keeps everything cool.

* a reset button on the keyboard makes a warm reset easy.
* an adjustable circuit delays the CPU on power up, allowing a totally automatic bootup.
* Your monitor can be switched on or off automatically, using an optional cable - complete **One** switch operation for the whole system is possible
* The plane immediately above the ATARI motherboard is reserved for future expansion. A 68020/68881-2 coprocessor board with sockets for up to 8 MB of high speed 32 bit memory is currently being developed.
Kit contains all parts for standard 520ST/1040ST/520STfm, please specify machine type - $295
Hard Drive kits for CPU case:
10 MB - $295      20 MB 48ms - $398
30 MB full ht. CDC 45 ms - $465
Please note that you get back about half of the CPU case costs after buying a Hard Drive Kit.

Host adapter cards are also separately available and come with software, either bare or with case and 6' long round shielded SCSI cable with embedded power supply lines. Up to 20' cable length and additional connectors, made to order available! Two different types are available, both are full SCSI versions with DMA through connector, the higher priced one has also a real time clock.
Prices after the "/" are for host adapters with cas/cable..

| | |
|---|---|
| $79/119 | with clock - $119/159 |

Space limitations don't allow a more detailed description. For complete catalog contact:
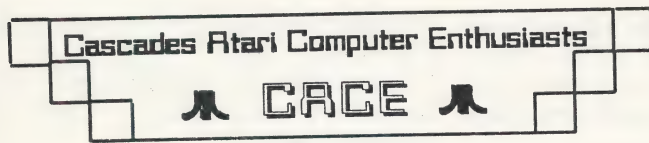
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 │  Cascades Atari Computer Enthusiasts     │
 │           𝐀 CACE 𝐀                       │
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Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

| President | Brent Fisher | 764-4599 |
|---|---|---|
| Vice-President | Tim Hotchkiss | 522-8912 |
| Secretary | Joe Cripps | 782-0199 |
| Treasurer | Craig Schaff | 787-3970 |

The current membership dues are $10 per year, or $14.80 if you wish to subscribe to Atari Interface Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place at the East Side Lounge, on the corner of Horton and Gansom Streets in Jackson, MI.

## Fishin' Around by Brent Fisher

Greetings and salutations fellow CACE members. This coming month we will have the August meeting which will be held Sunday the 13th from 1 pm to somewhere around 4 pm at the East Side Lounge on the corner of Ganson and Horton.

To All of you ST people out there, hey listen up. Some of you might know this and some of you might not. Anyway, the club maintains a Post Office Box here in Jackson. We receive quite a bit of ads and other computer related information through this box. If you are interested in what the newest stuff is that you can get for your ST, or even for you 8bit people, come to the next meeting. I will have tons of this stuff all set out and ready for you to take home. Some material that you might be interested in: Issues of ST World, The WordPerfect Corporation newsletter (if you haven't seen these you really need to check them out), and issues of STing, a ST newsletter from Coopersville (you've really got to check this one out — NICE). And while I'm on the subject, we also receive newsletters from Great Lakes Atari Digest and MAGIC. So as you can see there is plenty that you have been missing if you haven't attended a meeting in a while.

Those of you who didn't make the World of Atari Show missed out on a lot of software and hardware for some really decent prices. I picked up a 1020 color printer for $10. Those of you who don't know about this little printer should come to the next meeting and see a demonstration.

Lately I've been hearing rumors that Roy Goldman, the author of Daisy Dot and Daisy Dot II (What do you mean you have never heard of these programs, this is a program that allows you to use whatever near letter quality font you like with your Epson compatible dot matrix printer?), will soon be coming out with Daisy Dot III. It has been said this program will allow use of near-letter quality fonts with almost all dot matrix printers and has expanded font capability. I personally can't wait for this one. If you don't have either of the Daisy Dot programs mentioned

above, you can get them from the club's library.

This next part is for those of you with modems. Bob Puff has released his latest version of BOBTERM. Version 1.1 allows direct use of the SpartaDOS command line, those of you who have been using DeTerm will appreciate this. And if you have been using 1030 Express! this is the program for you. If you don't have access to the club's board yet, get on. Or, if you would prefer, you can get the program from the club's library.

BOBTERM and Daisy Dot are two of the finest shareware programs around for the Atari 8bits.

Well, anyway I know that those of you who receive AIM have not had an issue since May. I called Pattie again today and left a message on her machine (I just hate those things, don't you?), so hopefully we will be getting those issues soon, and maybe this one a bit earlier.

I think that this is about it for this month. As Dennis Miller would say 'That's the news and I am out of here.'

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 ┌──────────────────────────────────────────┐
 │  ▟▙        CAPITOL HILL                   │
 │ ▟▟▙   ATARI OWNERS SOCIETY                │
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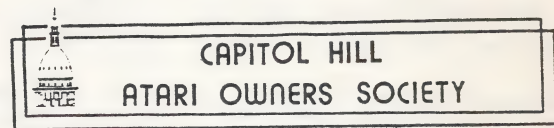
CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS.

Membership dues are $15.00 per year and entitles members to a 1-year subscription to the Atari Interface Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atascii/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to:CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INterest Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them.

Illegal copying, or any violation of coyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

## GENESEE ATARI GROUP
*Serving the Flint area*

## GREATER KALAMAZOO ATARI USERS GROUP
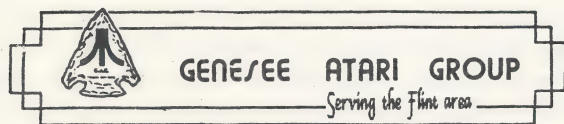
The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at the Neithercut school, located at 2818 Crestbrook Drive, Flint. (Off Atherton between Hammerberg and Van Slyke). Meetings begin at 6:30 pm. All are welcome. GAG is a participating member of the Atari Interface Magazine, and members can purchase subscriptions at a greatly reduced rate. GAG is also affiliated with the Great Lakes Atari Digest, and members receive a free subscription with their membership. Membership is $15 per year for the family.

GAG has an exceptional public domain library of 8- and 16-bit software. Contact one of the officers to receive a complete catalog. GAG also has a large magazine library for use by it's members, including Antic, Analog, ST-Log, Start, and several others. We do not support piracy. Piracy is theft!

For more information contact:

The Genesee Atari Group PO Box E Flint, MI 48507

| | | |
|---|---|---|
| Jerry Cross | President | 736-4544 |
| Dave Pettit | Vice Pres. | 232-0508 |
| Ed Kalush | Librarian | 517-288-4531 |
| Gil Merciez | Librarian | |
| FACTS BBS | | 736-3920 |

**President's Report by Jerry Cross**

Not much to report this month. With the school closed we can't hold our July or August meetings. The next meeting will be in September, same time, same place.

The FACTS bbs is now running the new Michtron BBS software. This is a multi-line bbs supporting 3 lines, just like the NiteLite software I used to run. It works far better, had many more features, and so far I have not had any major problems or crashes. I'm sure you will enjoy it's features. The number is 736-3920, and supports 3,12,2400 baud. That's it for now, see you in September.

GKAUG meets on the second Saturday of each month at 11 a.m. in the Dewing Hall, Room 305, on the Kalamazoo College Campus, corner of Academy and Monroe. Dues are $25/yr and include a subscription to Atari Interface Magazine.

| | | |
|---|---|---|
| President | Frank Fellheimer | 657-6106 |
| Vice President | Dan Youngs | |
| Treasurer | Open | |
| Archiver | Dave Oldenburg | |
| Librarian | Bill Berner | |
| SysOp | Alex Stevens | |
| GKAUG BBS | | (616) 657-2665 |

Next meeting: Saturday, 09 Sep 89. We are not scheduling meetings for August this summer. Your AIM will come in the mail as usual...if your dues are paid, of course.

A few of us devoted members managed to make it to the Dearborn computer show. I can only say that it was most impressive. There were tons of ST programs and hardward devices available. I also was able to look at a number of 8bit programs, but there wasn't as much available as there was at the last show I went to.

A note here for you users of the GKAUG BBS. Shortly, maybe even already, the BBS will be changing location and we will have a new number. It will be in Kalamazoo so a lot of you will have access to it without a long distance call. There are currently 85 active users and we hope it will grow a bit. We will be adding additional drives so there should be a greater selection of programs and activities. Our new number is: (616) 385-2448.

You will need to log on again, get a new ID number, but you should still be able to use your old password if you get on quick and no one else gets there first. I hope to keep you informed through the summer, so check your AIM.

Call me if you want to consider a new position of leadership in the club. I may not be able to continue in this position this next fall. If I cannot, the club will be limited to those who have access to a modem, and all business will be handled by phone.

Frank

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Great      'GLASS', Michigans only
   Lakes        'ST' only Users Group
      Atari
      ST
      Support   I ♥ my ST !
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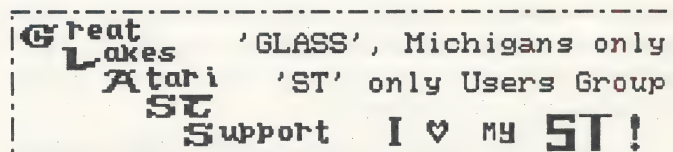
Meetings - First Thrusday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, Mi., 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 Phone - (313) 828-1653 after 4 p.m. - Steve Mileski, president

Dues - $1.00 per month, ie:join in April - pay $9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.

Next Meeting: August 2nd, 6:30 p.m. Wyoming Public Library, 3350 Michael S.W.

| Tim Feenstra | President | (616)784-6230 |
|---|---|---|

5625 Buthview NE, Comstock Park, MI 49321

| Greg Williams | Vice President | (616)698-7319 |
|---|---|---|
| George Nosky | Treasuer | (616)942-1527 |
| Bob Bulliment | Secretary | (616)457-1766 |
| Chuck Baughman | Librarian | (616)795-7373 |
| Terry Reine | Membership | (616)698-7244 |



Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are $3 each and ST disks are $4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send $2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE members can and will help. That's what a user group is all about -- helping each other get the most from our computing.

MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

| MACE WeST | (313)582-0657 | (3/12/2400) |
|---|---|---|
| MACE East | (313)978-1685 | (3/1200) |
| The College Board | (313)478-9647 | (3/12/2400) |
| Down River Outpost | (313)675-4660 | (3/12/2400) |
| Molin's Den | (313)420-0407 | (3/1200) |

The July meeting of MACE was held on Tuesday, 7/18, in the Southfield Civic Center. Meeting Coordinator Bob Retelle called the meeting to order at 7:45pm announcing the feature topic would be "Those Excellent Programs You Should Avoid." Bob noted the topic was chosen tongue-in-cheek and that no malicious intent was to be inferred.

President Bill Rayl announced the annual officer elections would be held during the September meeting, and that nominations would be entertained in August. There is really no need for only one person to run for each office. Bill announced that ST Librarian Ed Hanson would be selling blank disks in bundles of 10 for $8, while 8bit Librarian Ted Newkumet would have blank disks (also in bundles of 10) for $2.50. Ed also would be selling

3.5" disk labels and the STICKER III program for $6.

Bill and Bob spent about 20 minutes discussing Atari News. The big topic seems to be the "un-release" of TOS 1.4; no one really seems to know when Atari will be making this upgrade available to end users, however developers are reporting having received the new chips. There was quite a bit of discussion amoungst the membership about the ST World of Atari Show held in late June, both positive and negative reactions were aired, however, the general consensus among those who attended the show was that it was worth attending even though some of the announced exhibitors DID NOT.

Member Steven Sturza started the demonstrations of "excellent programs" by showing Reeve Software's "All Pro Hockey." Steven noted "This is one program you would NOT want to buy," and showed some painfully slow graphics. Other programs that were demonstrated: Star Trek, The Next Generation (good initial graphics and sound effects, but the game is little more that a glorified text game); The Hippo Almanac; Metropolis by Paradox (this silly game laughs at you when you lose!); the Dungeon Master Hint Disk (this is really not a bad program at all, simply that it's virtually useless unless the user owns 2 STs or is willing to jump out of game play to load up the hint program then finally re-load Dugeon Master again); and ST Talk Pro (a much ballyhooed terminal package from QMI that is prone to crashing.)

On a lighter note, Bob Retelle showed the Fun Face program which allows the user to develop facial drawings from a variety of pre-drawn ear/eyes/nose/mouth/hair sketches. This program was released as a demo of a commercial package that never materialized. The members got a number of chuckles out of the various faces Bob developed, and one loud boo for not having any female sketches to work with.

The next meeting will be held on August 15th.

Michael Olin, MACE Rec. Sec'y
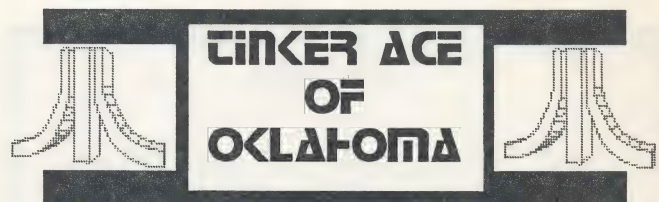


TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at Route 5, Box 539, Blanchard, OK 73010 or at the TACE BBS (405) 755-9561, 24hours., 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - $20.00, Corrrespondence - $15.00.

| President | Michael Beard | (405) 793-7978 |
|---|---|---|
| Vice President | Greg Ray | (405) 964-3765 |
| Sec/Treasurer | Stephen Moffitt | (405) 732-8449 |
| Librarian | Greg Yelle | (405) 390-9184 |
| BBS SysOp | Rick Spencer | |
| Technical Advisor | Ron Hamilton | (405) 387-5649 |

## TRI-CITY ATARI GROUP
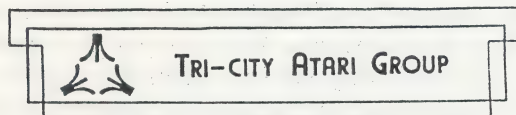
The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 2pm at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are August 12th, and September 16th, 1989. Officers:

| | | |
|---|---|---|
| President | Steve Volker | 793-2955 |
| ST Librarian | LeRoy Valley | 686-6796 |
| Treasurer | Marty Schmidt | 792-6029 |
| 8Bit Librarian | Ted Beauchamp | 686-8872 |

Club dues are still only $20, which provides support for both the 8Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew,(or haven't joined us yet!), DO IT NOW!

### First Up

What a nice meeting! It seemed as if EVERYONE had a story about a great software or hardware deal found at one of the two most recent Atari shows (M.A.C.E. and World of Atari), held in May and June respectively.

Pro and Con discussions on excellerator boards, 4096 color upgrades, the portable Atari ST-STACY, the VCR tape-sized PORTFOLIO, and upcoming SOFTWARE, began in small groups before the meeting, and continued on after, to become a number of informative and interesting debates. Questions surfaced as to what was available in the area, and where, and the topic of local dealers was brought up. A poll was taken on who had visited either of the local stores, MIDI-TO-GO and SIMPLY SOFTWARE (both on Euclid in Bay City just a few blocks from each other), and there was a good show of hands. It was agreed that support of these two shops was an important and beneficial part of membership in the local Atari community.

Officially, four proposals were presented, with the first two tabled and the other two passing without dissent. Steve Volker opened a forum on membership, with ideas of greater visibility in the community, a membership form (introduced by Jerry Monroe), club identity with t-shirts, buttons, or hats, an elected officer with the duties of membership goal setting and fulfillment, etc. Topic was tabled for next month when hopefully more members will be present. Leroy Valley made a motion to raise the cost of copied library disks to provide cash flow into the club treasury and to facilitate upgrading the library to double-sided disks. This was tabled, with nods of general agreement, until the new cost for the disks is determined and will also be reopened at the August meeting.

The proposal to convert our ST Library to a double-sided only medium was motioned from the floor by Leroy, and seconded by Jerry Monroe. It was passed with a note on converting

programs on an individual basis for those few who still have single-sided drives. The final proposal, presented by Leroy and seconded by Steve Volker, was a recommendation to purchase 50 blank disks for the ST library. Leroy agreed to place the order.

### What YOU Missed

Wayne Fenior showed remarkable familiarity with the object of his demo, MasterCAD. Despite having the software only one month, he easily zipped through the programs myriad of pull-down features, such as ANGLE, ZOOM, PLANES, VIEWPOINT, POLYLINE, 3D AND 2D modes, like a pro. Some of the pluses of MasterCAD include the ability to view your creation from the inside out, a SPIN with up to 99 points, GROUP, FLIP, COPY, and PROPORTION processes, and two ways to print your output. The only major downside mentioned was the lack of dimensioning capabilities, and a less than spectacular med-rez display. MasterCAD from MichTron comes on a single, Double-Sided disk, and requires at least one Meg of RAM. Wayne reviewed it on his Mega 2 with TOS 1.3 and a blitter, and it was impressive.

### What YOU Shouldn't Miss

We've managed to coax Leroy Valley back to the podium as he demos LAZER 'C' debugger. Though the application is for use only with the LAZER 'C' package, LeRoy suggested that it would be a good tool for introducing the "uninitiated" to the uses and functions of a good debugger. (I know I'll be taking notes!)

Coming up at the October meeting (hopefully) is a demonstration of the TouchUp/Hand Scanner package available from MIGRAPH. From what was shown at the World of..show, this should be something. On the 8Bit side, Ted Beauchamp was unable to make the club meeting and our newest member, Hank Kaufman was the only eightbitter present. Hopefully Ted will be able to do his demo next meeting.

### On Another Note

We have an exciting raffle coming up next meeting for the game TOWER TOPPLER. We have picked up one new member at each of the last two meetings. Leroy will have our new ST Library disk catalog done, and our new members drive is growing steadily with newspaper ads, a mention on TV-5's Community Calendar, posted signs at local dealers, and with, hopefully, each of us bringing along a friend or relative to the next meeting. We have the potential for an extended period of growth as Atari finally gets itself together in America. Let's all take time to promote the Tri-City Atari Users Group whenever the opportunity presents itself. Remember: A BIGGER CLUB MEANS BIGGER AND BETTER THINGS TO COME!

Equipment Volunteers for August: Leroy Valley Mega4 Bryant LeFreniere Color Monitor Ted Beauchamp 8 Bit Computer and Drive Jerry Reno 8 Bit Monitor

Remember, if your bringing equipment, please bring all the necessary cables,(i.e. power cords, monitor cords, mouse, or whatever.)

## July Minutes

The July meeting of the Washtenaw Atari Users Group was held on Tuesday, 7/11, in the Wolverine Room of the Michigan Union on the campus of the University of Michigan. There was a bit of a scramble at first as no one seemed able to remember where the monitor cable had been stored, and we nearly had President Craig Harvey convinced that the meeting would not start promptly at 7:30pm as is his goal. It turned out the cables were hiding inside Dick Selke's brief case (which we'd have known if we'd only asked... "If you ever don't know something, just ask me!" was Dick's only comment!) Mike Olin demonstrated the improved sound quality resulting from the Tweety Board upgrade kit and described the installation procedure.

Craig introduced himself and the club to the visitors and announced the feature topic for this meeting would be MIDI/Music. Craig also announced the August meeting topic will be "Hard Drives," September's will be "Utilities" and October will be "Emulators" (pending any of the members have received their Spectre GCR or PC Ditto III by then...) Craig showed a newsletter he had received from Gadgets by Small which gives a list of functions the Macintosh emulator can/cannot do and then went on to briefly discuss some of the various "speed-up kits" for the ST.

Craig then turned the meeting over to Vice President Richard Schrader who spent the majority of the evening treating us with his musical talents by tweaking and peeking a considerable array of MIDI hardware which he was kind enough to bring from his home studio. Rick showed us many of his techniques for recording and editing his compositions, and then went on to show how his experimentation is ultimately printed into musical score using his deskjet printer.

Co-Editor David Brzezinski demonstrated the Antic Music Processor (Dec. '88) showing how .AMS files can be converted to this system and then edited and saved as new files. On a fanciful note, the lyrics can be displayed on-screen during replay resulting in an interesting graphic presentation.

8Bit Librarian Mike Millage sheepishly announced he had forgotten to bring the library with him. (Mike graciously volunteered to let Wilma spank him, but word has it she took a rain check...) ST Librarian Russ Crum announced he had disk specials of some MIDI utilities from the library as well as a new update for the catalog disk. Dick Selke gave us a financial report, after which the meeting was adjourned so the curious could seek further MIDI enlightenment from Rick.

Michael Olin
WAUG Rec. Sec'y 7/12/89

## A Word From The President

Having survived my first general meeting as WAUG's new President, I thought it was time to let you know where WAUG is headed in the coming year. As you can see from the meeting minutes, we started things off with a (musical) bang with a great midi/music show thanks to the particular interests of a couple of members. I intend to continue having meetings that will both entertain and enlighten us all on the many capabilities of Atari computers.

For instance, the August meeting will cover the creation and/or purchase of a hard drive for your computer (8bit or ST). In September, the topic will be utilities, and I'm working on getting Darek Mihocka (creator of many great shareware utilities for the ST as well as the 8bit emulator) to demo his creations. For October, you will get to see how to run IBM software at 12 mhz on an ST, how to slip a Macintosh disk into your ST drive and run it better than a low-end Mac can do it, and how to attach your 8bit disk drive to your ST and then run your 8bit software on it (no, you can't do all three of these things at once!). Another topic that we plan to do is "Packet Radio" which allows calling around the world without the use of phone lines (or long distance charges), almost as if you were calling a local bulletin board. December, as usual, will be the games meeting.

If you do anything with your Atari that not everyone else is also doing, or if you want to see something that you've only heard about, let one of the officers know (or better yet, come to an officer meeting yourself).

Craig Harvey

## From The Treasurer

We had four Renewals in June, the David Brzezinski family, the Don Neff family, Jay Skotcher and the Bruce Urbanski family. We must be doing something right. Welcome back folks.

If you missed the July meeting (MIDI demos) you should kick your butt, Rick and David educated and entertained us to the Max. If this was only some of the equipment that Rick has in his lab, I would really like to see his BOOM ROOM. Fantastic Night Rick, THANKS, from all of us...

Remember, if you would like to join or renew your membership. Send your $15 check or money order to Dick Selke, 31139 Cooley Dr. Westland, MI 48185. Till next time, keep cool.

# Some Spellers are Better than Others.

Before she won her regional spelling bee, Margaret Hollingsworth pored over seven different dictionaries for more than three hundred hours.

And while we'd all like to be champion spellers, most of us just don't have that kind of time.

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just the right word, and you know it begins with "s" and ends in "-ology," use a wild-card character to replace the unspecified letters. The Speller will show you a comprehensive list of your options.

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Not even Margaret.

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# August 1989    Events Calendar

| SUN | MON | TUE | WED | THU | FRI | SAT |
|-----|-----|-----|-----|-----|-----|-----|
| ▓▓▓ | ▓▓▓ | 1 | **GRASS** 2 | **GLASS** 3 | 4 | **TACE** 5 |
| CIS 8bit CO 10PM 6 | 7 | **WAUG** Delphi CO 10PM 8 | GEnie ST CO10PM 9 | CIS ST & GEnie 8bit CO 10PM 10 | 11 | 12 |
| **CACE** CIS 8bit CO 10PM 13 | 14 | **MACE** Delphi CO 10PM 15 | GEnie ST CO10PM 16 | CIS ST & GEnie 8bit CO 10PM 17 | 18 | **CHAOS** **TAG** 19 |
| CIS 8bit CO 10PM 20 | 21 | Delphi CO 10PM 22 | GEnie ST CO 10PM 23 | CIS ST & GEnie 8bit CO 10PM 24 | 25 | 26 |
| CIS 8bit CO 10PM 27 | 28 | Delphi CO 10PM 29 | GEnie ST CO 10PM 30 | CIS ST & GEnie8bit CO 10PM 31 | ▓▓▓ | ▓▓▓ |

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